

Kilobyte

Issue 2

Kaillera

tutorials

SEUCK

C64 Basic

Spectrum Assembly

Interview - **David Perry**

Released SEPTEMBER, 2004



0 000000 000000

KILOBYTE

ISSUE 2

Released: Sep, 2004

EDITOR

bJohnnyBravo

C64 REVIEWS&ARTICLES

Qazi

FIRST PAGE ILLUSTRATION

Jur

ADDITIONAL GFX

Spot

Visit us at

www.kbmagazine.net

Send your comments and suggestions to

bjohnny@kbmagazine.net or

bjohnnybravo@hotmail.com

Check out these great retro web sites :

www.worldofspectrum.org

www.lemon64.com

www.raww.org

cpczone.emuunlim.com

www.atariage.com

editor's corner

hello and welcome to the second issue of KiloByte magazine. We advertised the first on a few message boards after we were done with it, and hoped it could produce at least something in the region of 100 downloads. It didn't! I counted 512 downloads while I was writing this editorial (and this is one of the first pieces I wrote for this issue!). 512! I don't really know what other people involved in creation of this magazine expected, but I was very pleasantly surprised! So the first thing for me to say is thank you all for trying this magazine! We all hope you liked it and that you will like future issues as well. Yes, KiloByte is here to stay! As long as we get as much downloads as we did with issue 1, we will keep producing the mag as we believe it's well worth the effort.

We also received a lot of positive feedback on World Of Spectrum, Lemon and some other forums. We will try to take into account every suggestion you guys and gals made and I really hope we will succeed in making the magazine even better than it was before. We weren't so lucky with replies over the email though, so I hereby encourage you to mail us with your suggestions, criticism and maybe even praise (heh, we should be so lucky).

What more is there to say? Maybe that voting for Top 10 games was a HUGE success and we will keep asking you to vote for your favourite five games when you download the magazine. BUT! In contrary to popular belief on forums, the voting is NOT mandatory! Some of you already noticed that you can download the magazine even if you leave all the text fields blank. And it will stay that way. But I'm still asking (even begging) you to vote for your favourite games as this is the only way we can see what retro games are most popular at the moment.

So thanks again for reading this piece of, well, not too much informative electronic document and, keep those suggestions coming our way, so we can make the magazine better with each and every issue!

See you all in couple of months!

bJohnnyBravo

ZXFormat 8 released!

Issue 8 of ZXFormat has been released on 04-08-2004! In it, you will find news on the latest Spectrum events, emulators, games and online resources, as well as our ongoing look at the history of the Spectrum plus the start of a brand new Soundtracker tutorial. It's a must for any Speccy lover out there, so if you haven't already did so, then download the magazine at www.zxf.cjb.new.

Interview with Martin Galway

An interview with a C64 music legend, Martin Galway is available on Lemon 64 site. He is one of the most known music composers for that machine. His work is seen in many games for that machine, and today in modern PC games like some titles of the Wing Commander series. Today he is working for "Digital Anvil". Interested? If the answer is yes, then go to <http://www.lemon64.com/> right away!

EmuZWin v2.4

New version of EmuZWin was available for download on 24-03-2004! The most interesting feature of the new version has to be support for 256 color games made for Sp256 emulator! And there is a power GFX Editor there, which allows to convert other existing Spectrum games to 256 Colors mode. What are you waiting for? Go to <http://bonanzas.rinet.ru/> immediately and download the emulator!



Mega Tree on Ebay!

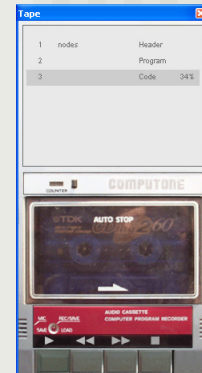
Well, probably all retro maniacs know about this, but anyway... The infamous Mega-tree (Manic Miner 3) original development disks went on auction on 19-04-2004! Proceeds of this auction were donated to Cancer Research UK so it was really a noble effort. We can only hope the winner of the auction will try to backup the disks and share the contents with the retro community as we are all dying (well at least I am) to see what's on them.

VB C64 emulator

Somebody actually went through all the trouble of writing a Commodore 64 emulator in Visual Basic and it seems that he's doing a good job on it. I would say that this is quite an experiment, so if you're interested in how the thingy looks, then surf over to <http://vb64.emuunlim.com/>.

SpectrumAnywhere v1.1

If you want to come as close to emulating a real Spectrum 48k machine as possible, then you can't go wrong with downloading the 1.1 version of Spectrum Anywhere emulator. And why? See the screenshots below and you'll see that for the first time, you can emulate real tape, TV and even TV screen reflection! Yeap, that's right! Just like using the real machine(well, almost...). About the only real limitation that comes to mind is the fact that this emulator can only do 48k machine(no 128k support). But all in all, this is one very interesting Spectrum emulator indeed! You want it? Go get it at www.webcids.com/SpectrumAnyWhere



Game Over(view) 4

April issue of diskmag called Game Over(view) is available for download. It contains the reviews of new stuff like Lethal II, Ilan, Rotator and a preview of Grubz. It looks quite interesting and you can get it for free at <http://artificial-stupidity.net/gameoverview/>.

Fake but NICE!

Want to know what kind of games should be made for ZX Spectrum? Want to see some amazing screens of those games? Surf over to <http://www.aardvarken.net/zx/> and who knows, maybe you'll get inspired to create one of those(if you can afford the license that is). Anyway, well worth a look, so what are you waiting for?

New release for C64

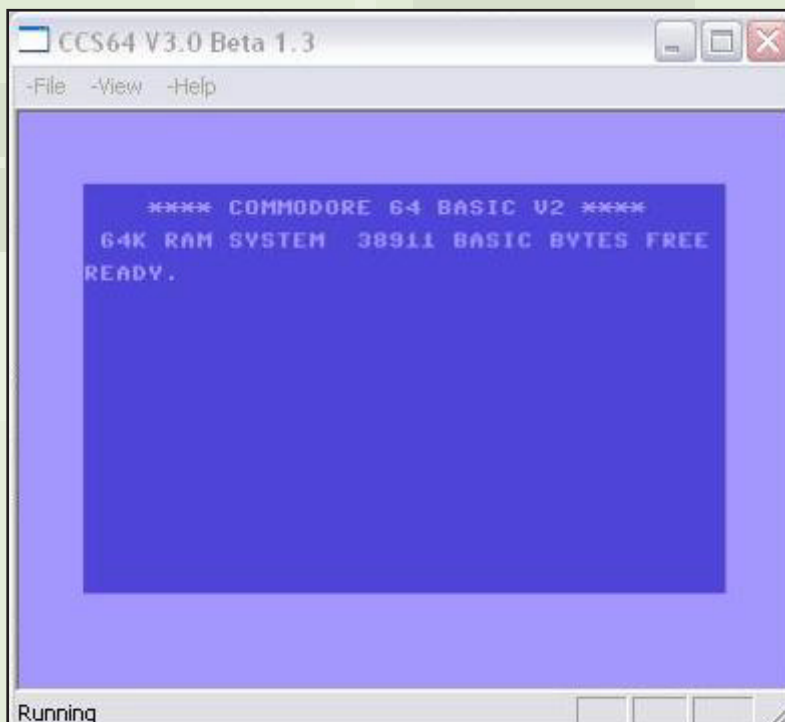
Reaxion is the game's title that was released by Cronosoft. And what is this game all about? Well, to put it in one sentence, you must save the planet from a gigantic nuclear explosion. Read more about the game on www.cronosoft.co.uk.

Report:Kaillera

"This is because that's what the Internet is all about: communication of information."

Online play is arguably one of the most exciting methods of exploring gaming, and has been for quite some time. Some argue that the modern online gaming scene is dying out with regard to the PC gamers, and this may be true. However, it is still popular, and now consoles are getting in on the act as well: most notably Microsoft's Xbox and the Live service, but also Sony's Playstation 2. And it could be said that it is unfortunate that online play was not fully-functional and/or popular during the golden era of 8-bit gaming. The closest thing that Commodore 64 owners got, for example, was Compuserve's service that was accessible through primitive modems. However, even this kind of service was only available to a small- and lucky - minority, and consisted of a few basic news pages. Nothing like the online scene of today, where access to online facilities is arguably easier than ever.

In my opinion, whilst the Internet was in usage by PC owners during the mid 90s (if my memory serves me correctly), it was not until the 21st century that it became more accessible and popular than ever. During this period, better and better online services were appearing, and even today's high speed services such as ADSL and broadband were hot on the lips of the elite few who kept up-to-date with the latest online developments. However, before those days 56k modems were still capable of bringing people to a whole new world, a world that revolutionised worldwide communication.



STEP 1:

Download CCS64 version 3 from <http://www.computerbrains.com/ccs64>, unzip it to a folder using Windows XP's built in compression utility or something like WinZip, and double-click CCS.EXE

The screen above should be displayed shortly after that...

This is because that's what the Internet is all about - communication of information. Web pages communicate information to the user, there are forums and newsgroups such as the early Compuserve ones that communicate the latest news and developments regarding all kinds of topics. And yes, there is the fact that computers communicate 1's and 0's to each other, but this is irrelevant. Ask a random selection of internet evangelists what information you can find out by using the Internet, and it is extremely likely that they will ask you to be more specific, because as I said the Internet provides information about all kinds of topics: everything

from cookery to music to new reports in 8-bit e-zines such as the one that you are reading now. However, there is also the core information that is being transmitted - the 0s and the 1s: signals going to and from the server of a web page or other online service to your machine. Other online service?

Online gaming is a great "online service" to the procrastinator with way too much spare time. Some users of personal computers say that it's on the way out, Xbox users - having

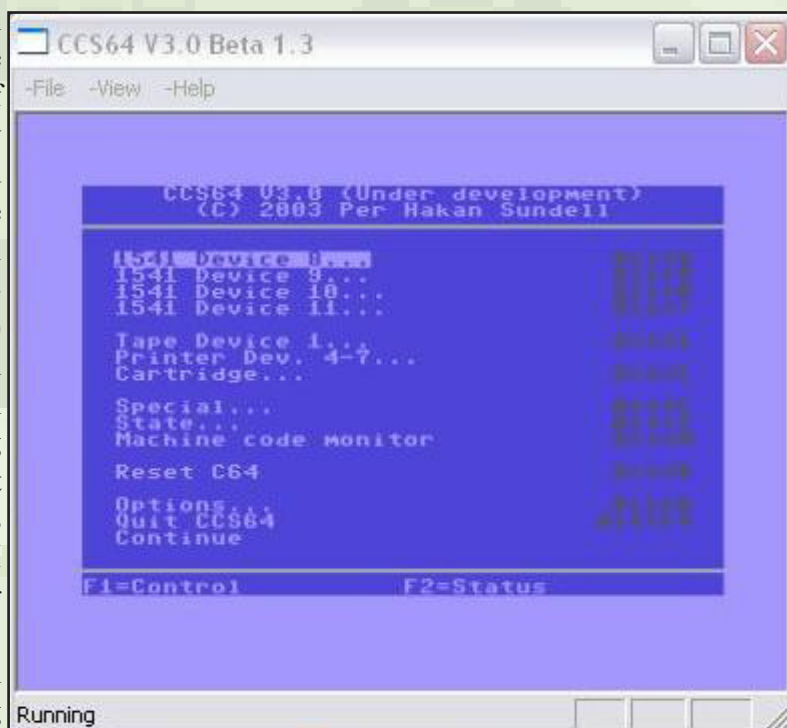
recently discovered it wonders - think it's the best thing since sliced bread. This Kilobyte writer? I think that online gaming will be around for a heck of a long time, and if we can have more advancements in the technology, it will be incredible. I have heard that there are plans to create a synthesis between PC and Xbox owners that let them play together - very nice. However, there is another facet of online gaming that is arguably underrated and incredible fun - Kaillera.

Kaillera is a piece of technology that can be integrated into emulators of ancient consoles or computers, allowing users to play games online. There are a few minor bugs at times, but from the recent Kaillera session I had last night, I can confirm that things are definitely improving. And now Kaillera support is included with the latest release of the second-best Commodore 64 emulator in the world: CCS64. So how does it play? Well, my first real experience of Kaillera on CCS64 was a month or so ago: I was talking about the technology during the evening and someone suggested that we should set up a game of IK+ - the three-player martial arts game that...(checks database)...apparently has yet to be reviewed. Anyway, we started up the game on a positive note, but I think that all three players were beginning to lose their patience with the amount of lag present.

For example, I waggled my joystick around and nothing would happen until a few seconds later when my character would wiggle around. There was a consistent delay between what the player did with the joystick and what the character did on screen. Of course, none of us knew this during the game, and so eventually one of the players commanded all three of us to stop (Kaillera has chat integrated) so that we could establish who was who. And even when we did that, the lag threatened to end any hint of enjoyment a player was experiencing. And so I swore that I would never touch Kaillera for CCS 3 again until the time when I was confident that the lag issues were less prominent. Which was last night.

If I were to say that last night me and another player (who was one of the participants of the disastrous IK+ game) played not one, but four games on the Kaillera service, you would conclude that we are either very patient, or that the service is good enough to warrant further play. Well, the phrase "one more go" was echoed around the chat utility by me during one very addictive multiplayer game, such was the enduring nature and the functionality of Kaillera. The service has definitely improved in my opinion. But what did we play? Here are the main games played...

"Kaillera is a piece of technology that can be integrated into emulators of ancient consoles or computers"



STEP 2:

Press F9 on PC's keyboard and the main menu will be displayed. Hopefully you will already have a multiplayer game (anything that supports simultaneous two-player play will do) downloaded, and so choose the device that will support the file by highlighting it with the cursors and pressing ENTER to choose it. D64S use 1541 device 8 and are most common, but files with extensions like T64 and TAP use Tape device 1.

Wizard of Wor

This game was slightly alien to me. Not just because I had never played it, but because the graphics didn't show anything that I could identify with. It looked like some kind of maze

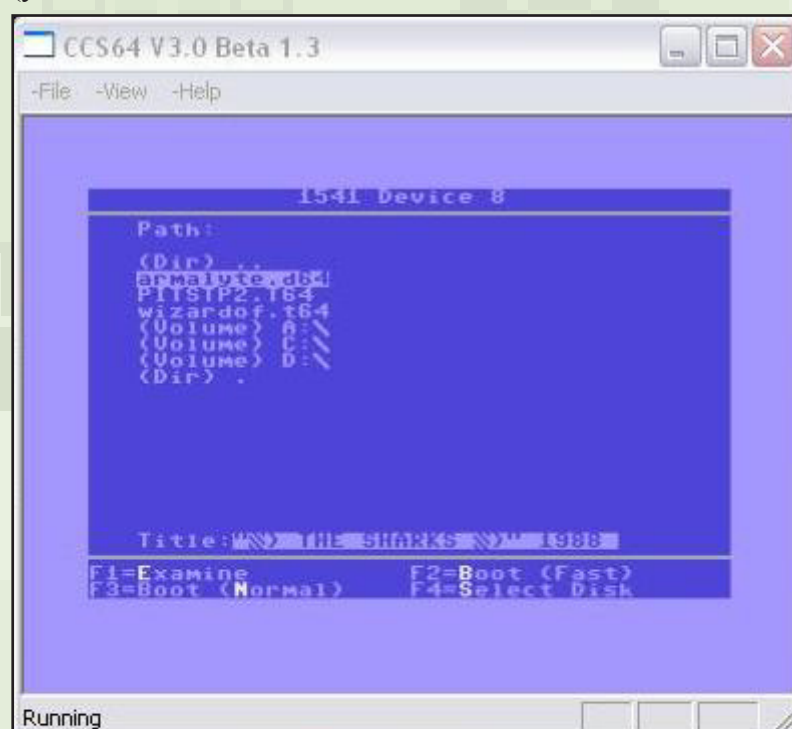
“when I accidentally shot the other player instead of a monster”

game crossed with an RPG, but it soon revealed itself - after a lot of play - to be an entertaining if simplistic co-operative shooter. Monsters emerge from the single-screen maze whilst you and the other player wait at the bottom of the screen for a break in the enemy patrols where you can emerge from the safety of your starting points. You and the other player must walk around the maze shooting the monsters and making sure that you do not get shot by them. This is the main meat of the game, but there are also other missions, such as trying to shoot a faster, more dangerous monster before it escapes the maze.

Playing the game was very easy and was not hindered by lag. It was also very good fun, and victory messages kept being replaced with hysterical messages when I accidentally shot the other player instead of a monster (again: I am sorry!) Despite its simplicity in the gameplay and presentational regions, it was very playable and very fun. If I were to give it a special “Multiplayer Rating”, it would probably get seven out of ten.

Ikari Warriors

A firm favourite when it comes to high score challenges as well as in the two-player mode, the mad war-based vertical top-down shooter known as Ikari Warriors is also enjoyable when played with a friend. The combination of on-foot carnage and vehicular mayhem (you can climb into tanks to create additional havoc and have a temporary shielding from



enemy fire), complete with additional grenades (simply used for taking out large clusters or formations of foot-soldiers) makes this the definitive “top-down, walk around shooting soldiers” game, hence its high-scoring review. There is little plot to the game, it is simply a case of kill or be killed - and don’t think that the grenades and tanks weigh the odds in your favour, as there are many enemies in the game waiting to have a shot at you and lose you a life, which makes opting for the two player mode quite a worthwhile option.

STEP 3:

Now you will be shown a list of the games that are in the same folder as the CCS64 files you unzipped. If your game file was not downloaded in this folder, go to “Volume C:” (or whichever volume you saved it to) and browse through the folders until you find it. Upon locating it, highlight it and press ENTER.

After a bit of confusion with the controller configuration, play got underway, and again there was

no lag and it was very playable. The only thing that reduced its enjoyment was my poor performance at the game. Whilst my colleague was being sensible and cautious, I was going in all-guns-blazing and getting shot from all sides. Nevertheless, it all proved very entertaining, and a lot more spectacular than the charming but simple Wizard of Wor. Another “Multiplayer Rating”? Eight out of ten.

Pitstop II

This was the other game where I demonstrated my embarrassing lack of skill in particular games, although I kept making comments to the other player that went along the lines of “How am I supposed to know that? I’ve never played this bloody game before” and

“Thanks for telling me that just when I run out of fuel.” The game is very enjoyable, and once I knew what was going on, we were able to embark on some great races. The manual nature of the pit stops in particular - which demand that the player move the pit crew members around with the joystick - helped build up the tension as we were watching each other’s halves of the screen wondering who would get out of the pits first (or at least I was.) Thankfully, despite me never having played the game, I wasn’t left for dust.

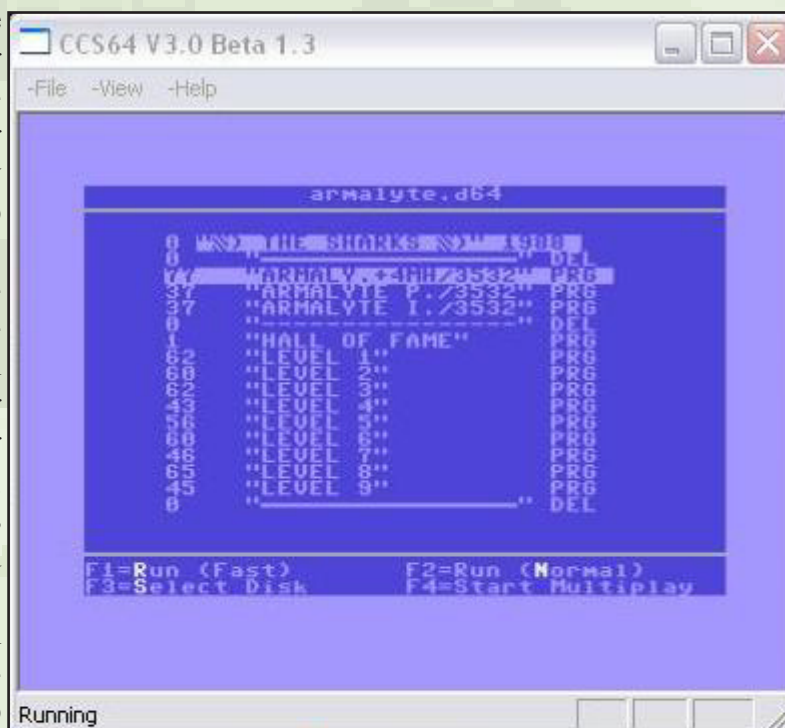
In fact, once I had sorted out the previous mess I was in regarding the manual nature of the pits, I was able to embark in some thrilling races (at least to begin with). The game moves along at an astoundingly quick pace, and again there was not a lot of lag around to spoil the fun that we were having. The other player was probably bored by the lack of worthy competition, but I had fun. Rating: Seven out of ten.

“despite me never having played the game, I wasn’t left for dust”

Armalyte

This was, for me, the highlight of last night’s gaming session. The 72%-scoring shoot ‘em up is stunning in single-player, but proved to be twice as enjoyable when played with a friend. It was also - for me - the most accessible: unlike Wizard of Wor, I had played it before; unlike Ikari Warriors, I was vaguely skilled at it (though the other player might have something to say about that...), and unlike Pitstop II, I knew what I was doing. Blast every enemy in sight, shoot the power ups so as to get your weapon of choice, and become bigger and better so as to show the enemy who’s boss. With the help of Player Two of course. After a few badly thought-out strategies, we eventually got somewhere when we both decided to opt for power-ups that allow for firing from behind the ship, from in front of the ship, as well as firing upwards and downwards.

What was previously an extremely hostile environment became a deathtrap for any hapless enemies daft enough to get in the was of our multi-directional laser-based death. We weaved around the environment despatching all enemies that dared to emerge onto the screen, and whilst it was primarily co-operative, we were also eeping checks on one another’s high-scores. (Oh, and in one game I still had a few lives when the other player had reached “game over” status. Not that I’m smug or anything...) This was the best of the bunch, so I would rate it’s multiplayer brilliance nine out of ten.



STEP 4:

having selected the tape or disk, you will be shown it’s contents. Highlight the top PRG (which should have the name of the game somewhere in it’s name - in this case it’s Armalyte), and press F4 : note at the bottom of the screen that F4 starts a multiplayer session of that game.

Conclusion

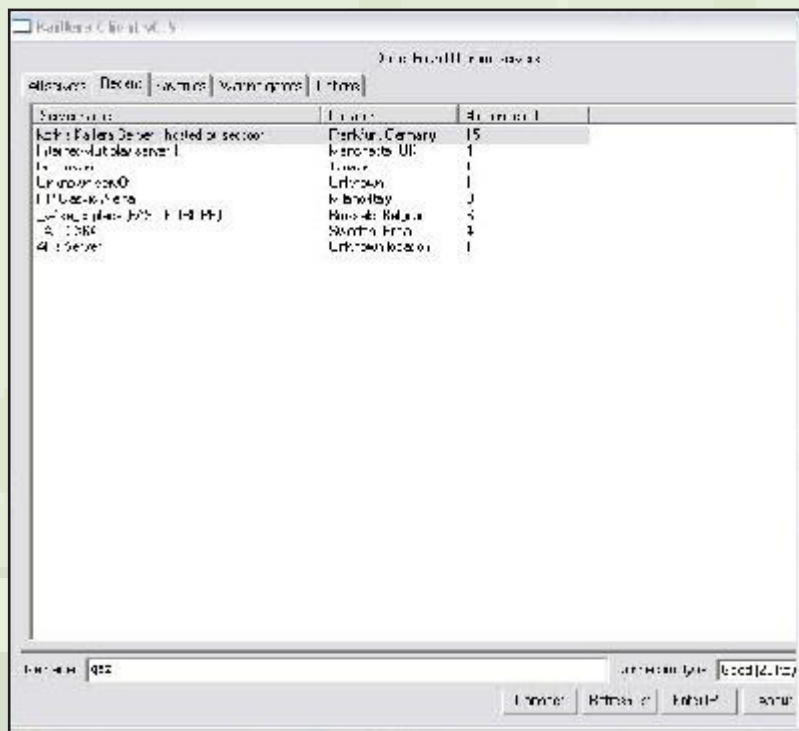
It may be scary or baffling to some people, and others simply may not have the patience to deal with finding a decent server, or messing about with an emulator that has a tendency to freeze up now and again. Some might even argue that it goes against everything that

FEATURETTE

“this is rebirth of
Commodore 64
gaming”

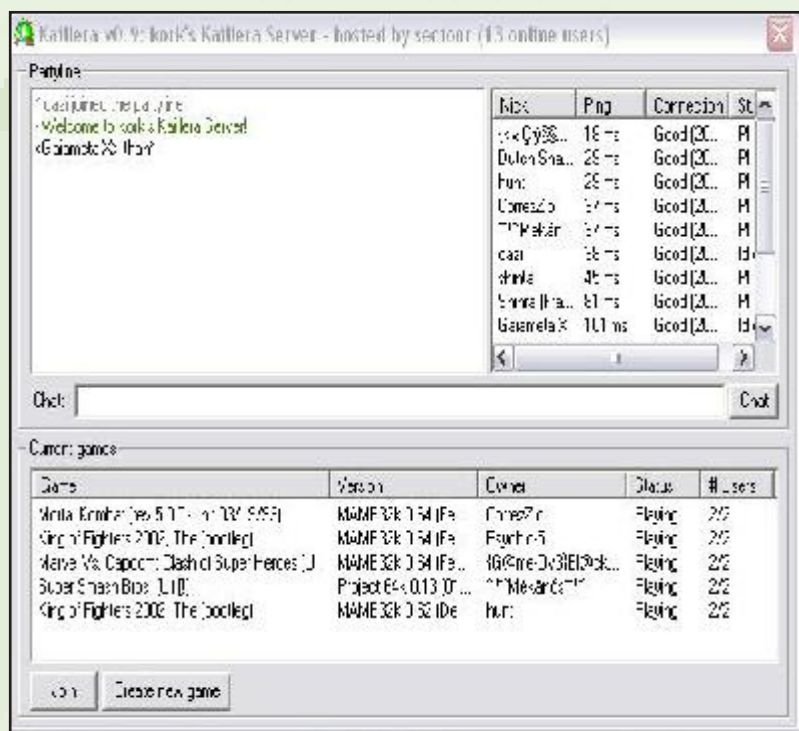
was brilliant about multiplayer gaming on a real Commodore 64. However, those who are willing to sick with the Kaillera technology and it's occasional hiccups, and those willing to embrace online retrogaming will realise that this is the rebirth of Commodore 64 gaming, and it is something that everyone should experience.

Just be prepared to put up with the occasional crap Pitstop II player.



STEP 5:

This is a little messy, but what you basically see next is a list of servers that you can access. Double-click on one of the names and you will be able to set up your C64 game.



STEP 6:

Here is where you can set up your game. At the bottom of the screen is a button labeled "Create new game" whereby you can browse your games and choose one for setting up. Once you have done this, access the server you have set up, wait for the other player to do so, and then start the game(there will be a button to do this).

And that is all!

Feature by *Qazi*

David Perry

Ever heard of 3 Weeks In Paradise, Dan Dare 3, Herbert's Dummy Run or maybe Stainless Steel? If the answer to this question is yes, then you really don't need to read this introduction of mr. Perry. And if the answer is no, then...well... go to the World Of Spectrum web site, download any of those games and you'll see why I feel honoured to be able to present you with the interview of the man behind these titles! And on top of that, I must also admit that this guy is some kind of a hero of mine. I loved his games and he was one of the reasons why I began to mess around with programming in the 80s(what can I say, I was inspired by 3 Weeks in paradise). And now, I'm making a living out of it... So without any further ado, I'm giving you mr. David Perry!



was all on paper.

How did you get started on computers?

I got started back when video games were made with no graphics. You were literally the letter "V" firing full-stops at the enemies. I was super-lucky however, as my school in Northern Ireland got a monster computer grant while I was there. So one minute we were huddled around just a few computers, then next minute we had classrooms filled with them!

What was your first program or game?

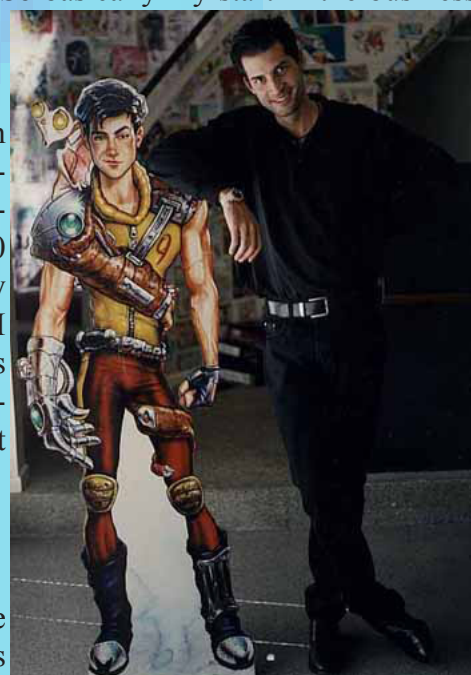
The very first games I had published were actually printed in a magazine called the National ZX80/81 Users Club. It was published by a guy called Tim Hartnell at Interface Publications. The more he printed, the more I wrote, until I met him in person at a ZX Microfair, and he asked if I would contribute to his books. Then finally he published my own book. So basically my start in the business

What do you think of your games? Which is your personal favourite?

I thought I was a great programmer as I was doing it mostly alone. When I finally got to work with 'professional' programmers in England, I realized I was TERRIBLE. That actually motivated me a lot as I realized there was SOOO much to learn. What's funny is that after over 20 years, I still feel exactly the same thing. I learn something new every damn day! So looking back, there's not a single game I've made that I wouldn't want to change. That said, favorites? Hmmm... I think I was most proud of Dan Dare 3 and Extreme as I was really pushing the Spectrum pretty hard at that point. Those games and Savage also included just about every trick I knew at that time.

Do you still play games on any of the 8-bit computers or emulators? If so, which ones?

I am a MAJOR supporter of emulators. The only rules I think should be that if someone (a publisher) is still making money off the code, then it's valid not to emulate it yet. Also, the people emulating should not be making money off the games. Once the sales stop, then I personally think it's actually a service that the emulator guys are offering. They are keeping alive the history of video games. They should be thanked for that, I certainly appreciate it. I play MAME a lot as I love to see all the games that I never knew even existed. Some are even quite shocking, like "Chiller". I also play the games I miss, like Deathchase on the Spectrum. It's great that there are JAVA emulators so you are only a click away from these games.



How and when did you leave the 8-bit scene? What was the last 8-bit computer you programmed for?

I made games for ZX81, Spectrum, CPC 464 & CBM 64. I did do some 128K stuff, then I moved on to Atari ST and Amiga to make the game Supremacy. (Overlord in the USA.) I also remember working on a tech-demo for the Sord M5.

INTERVIEW

What do you remember the most about working on 8-bits? Any anecdotes?

For me the most fun part was that nobody had to read my code. So I could break any rules I wanted in there. I had self-modifying code, illegal instructions, all kinds of stuff going on. It was all about pushing the hardware. I loved the fact that every time we thought we were done, then we would find yet another trick to make the machine look even more powerful. It was a very competitive time.

Who was your favourite programmer of the 80s?

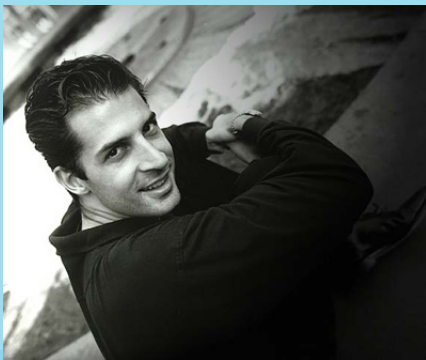
For me, the guy that made my jaw drop was David Braben. When I saw Elite, I just couldn't believe what he had pulled off. It was a wonderful thing as it kicked us all up the backsides. Jez San was another one that did the same thing.

What do you think about the games for PC? Are they really that good, or are they "missing something"?

I'm a big fan of PC games today. I don't mind that times have changed. I don't agree that games were better before, I think there were great games back then, there were also terrible games back then. Same today, it's a mix of good and bad. I just feel lucky that I am one of the people that can really get the warm fuzzy feeling when I see things like Jetpac.

Was the myth about rich programmers true? Were they really paid that much in those days?

We didn't need much money then. The development systems were not very expensive and we commonly worked out of small offices or homes. So we didn't need millions of pounds. That said, there was good money for people that got royalties. For me, I was one that made good money by shipping a lot of games.

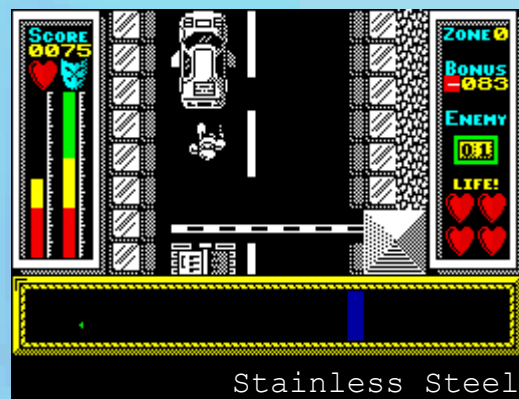


Are you surprised that so many people are still collecting old computers, enjoying old games and even making new ones for 8-bit computers?

I am surprised just how many people do collect these machines, considering the emulators are so good and FREE! :)

Can you tell us what were you doing after the 8-bit era and what are you doing now?

I've been making lots of games since 8 bit. I had a good spin on the Sega Megadrive. When I was working on Spectrum, I learnt to build up an engine that I could re-use over time for different games. I did the same on the Megadrive and that produced a rapid string of hits with Global Gladiators, Cool Spot, Aladdin & Earthworm Jim. So my old programming habits paid off! :)



SEUCK - The tutorial

We won't be covering everything there is to know about SEUCK, just like we didn't cover everything there was to know about BASIC in the BASIC tutorial. Then again, it's good to leave a little bit unexplored so that people can experiment for themselves. It's also worth mentioning that it's better to rely on a joystick in port two than the keyboard shortcuts. And SEUCK isn't nearly as scary as you might think. I was terrified, but then I got into it and realised that it wasn't hard to make a decent shooter.



PICTURE 1



PICTURE 2

let's just see what we have at the moment. Select TEST GAME from the main menu by highlighting it with the joystick and pressing fire, and then choose PROPER TEST from that menu.

You should see the title screen, which you obviously have not personalised yet, but this will come later. Press fire and you will see a very dull ship on a very dull background that you can control with the joystick. Fun, yes? No? make things a bit more exciting by making objects - the game's inhabitants. Press SPACE to get back to the menu and choose EXIT to get back to the main menu.

However, an object cannot exist without sprites. Think of sprites as frames of animation for the object. That



PICTURE 3

object - is selected, and press fire, then space to get back to the submenu. (picture 3)

Now for the sprites - or frames of animation - and SEUCK has kindly provided a sprite for us to work with already. From the EDIT OBJECT submenu, choose SELECT SPRITE AND PLACE. You will then see what

Load the first SEUCK disk. You will be given a menu where you can choose to work with one of a number of preset SEUCK games, or work on a blank SEUCK. I always do the latter, so this is what we will do. (picture 1)

Press "1" at the menu for a blank SEUCK, and then wait for it to load. This may take a while, as SEUCK projects take up many blocks. You will be presented with the title screen. Using a joystick in port one, press fire to get to the main SEUCK menu. (picture 2)

SEUCK basically makes a shell of a game and lets you personalise various aspects of it without getting too technical for the coding novice. From the menu we can see said aspects available for personalisation:

- * EDIT SPRITES - S
- * EDIT OBJECTS - O
- * EDIT BACKGROUND - B
- * EDIT SFX - F
- * EDIT PLAYER LIMITATIONS - P
- * EDIT ATTACK WAVES - A
- * EDIT LEVELS - L
- * EDIT FRONT END - G
- * TEST GAME - T
- * STORAGE - D

We won't go through these in the order that they appear on the menu, as some tasks are best left until near the end of the development procedure. In fact,

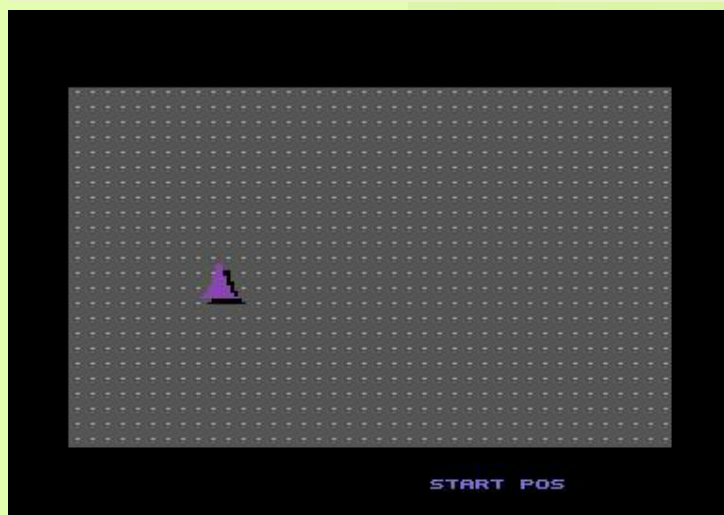
will come soon. Select EDIT OBJECTS from the menu, and then choose SELECT OBJECT from the submenu that appears. We want to tell SEUCK that we want to make frames of animation for the enemies, so once you have chosen SELECT OBJECT, push the joystick down until object 22 - the enemy

SEUCK

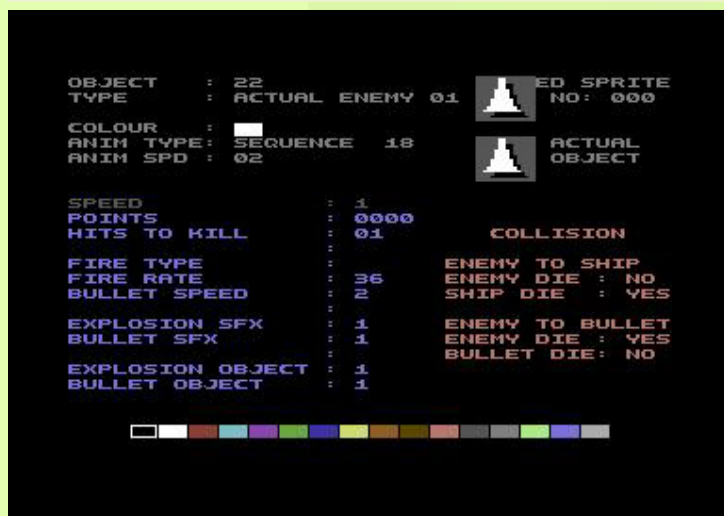
is effectively an animation studio. The flashing text you see refers to the sprite you wish to place in the animation for your object, so press fire and the first frame of your animation will be highlighted ready to have the sprite placed into it. Do this by pressing fire. Repeat the process for each frame, selecting frames with the joystick,



PICTURE 4



PICTURE 5



PICTURE 6

the COLLISION submenu is highlighted. Again, options are changed by moving the joystick up and down whilst the fire button is held, so choose the following options:

- * ENEMY TO SHIP
- * ENEMY DIE : NO
- * SHIP DIE : YES

- this will ensure that the player's SHIP DIES when the ENEMY collides with it.-

until all frames are filled with the sprite.(picture 4) Once this is done, press SPACE to get back to the EDIT OBJECT submenu, then exit said submenu. Would you like to see your enemies in the game? Okay. Go to EDIT ATTACK WAVES in the main menu, and then choose INSERT ENEMY. You will see the sprite editor again, and by default object 22 should be displayed. Press fire, and then press it twice more (don't ask what "rough" or "fine" mean). You should see a flashing version of your enemy ship which you can move around and place into it's start position with the joystick. Once you have stored the start position (press fire), move it again for the end position and press F7 to store it. Exit the attack waves submenu. (picture 5)

Back at the main menu go to TEST GAME and then PROPER TEST. Upon starting the game you should see the enemy you placed using the tools in the attack waves submenu. You can even try shooting it. Once more, press SPACE to get back to the menu and choose EXIT to get back to the main menu.

Now, apart from minor presentational features all that is left to get a vaguely playable game going is to tell SEUCK that we want the player to die when it's ship collides with an enemy, and we also want the enemy to die when the player's bullets collide with it (the enemy death routine might already be happening, but it's worth taking a look at this anyway.) At the main menu choose EDIT OBJECTS. Choose SELECT OBJECTS (as we need to tell SEUCK what object we are working on), and choose object 22 - the enemy object - by scrolling to it, pressing fire, then pressing space. Back at the EDIT OBJECT MENU, choose the option EDIT ENEMY BITS.

Whilst there are many exciting options on display, the main ones we are interested in are the POINTS parameter and the COLLISION parameters. Using the joystick move to the POINTS parameter and then hold down the fire button. You can now alter the points value of the enemy by moving the joystick up and down whilst the fire button is held. Once you have a points value you like, release the fire button and move the joystick down until the first option on

ENEMY TO BULLET

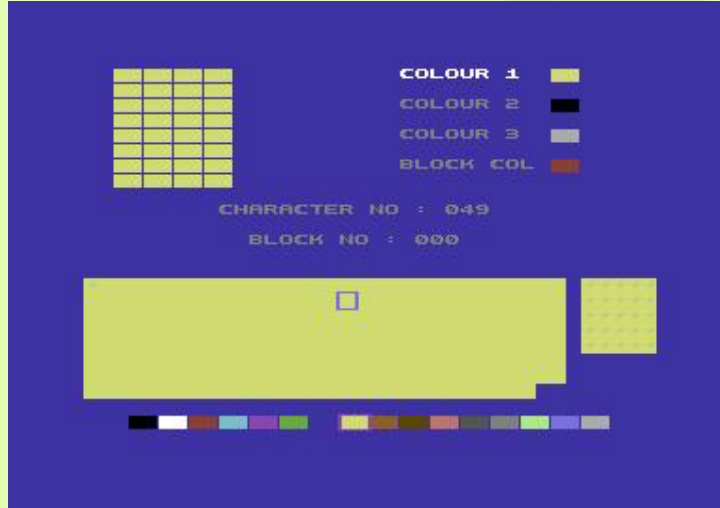
ENEMY DIE : YES

SHIP DIE : NO

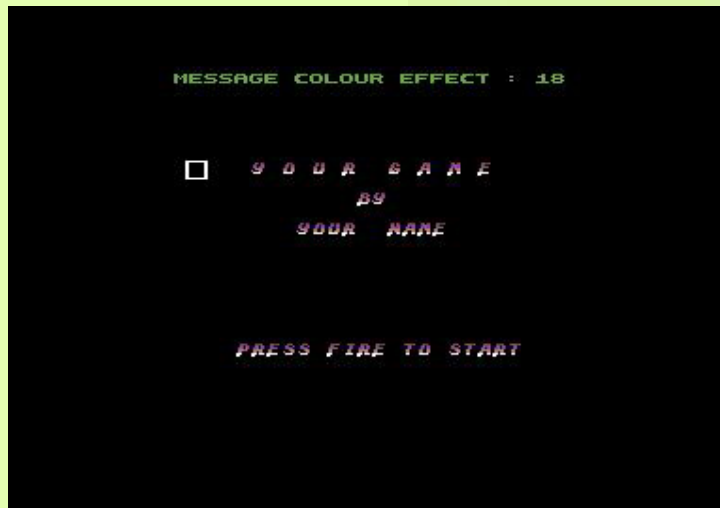
- this will ensure that the ENEMY's ship DIES when the player's BULLET collides with it. -

(picture 6)

Press Space to get back to the menu and exit it to get to the main menu. Now before we edited the enemy bits we had a player ship that could fire, an enemy ship that could move about a bit, and not much else. Place



PICTURE 7



PICTURE 8



PICTURE 9

the enemy again using EDIT ATTACK WAVES (under EDIT OBJECTS) and then get back to the main menu and test the game. Now we have points for killing enemies, and lost lives for colliding with them. If neither of these happen (as, embarrassingly, they didn't for me), double-check the collision parameters in EDIT ENEMY BITS. Check the score parameters in the same section if they are not working.

Right, everything left is cosmetic. We won't go into using different sprites in an object to get interesting animations - I'm sure you worked that bit out for yourself - instead, we will make the terrain you are flying over different from that dull grey, and we will change the title screen. At the main menu choose EDIT BACKGROUND and then SELECT COLOUR. Select COLOUR 1 by pressing fire, and move the wide flashing box down - and then down again - until it is highlighting a colour in the colour bar. Choose a new background colour by moving your joystick left and right whilst the cursor is in the colour bar, and then press fire, followed by space.

(picture 7)

Exit the background submenu, and go to EDIT FRONT END. We won't mess around with the character set - instead we will simply change the title message. This is easy: all you have to do after selecting EDIT MESSAGE is position the cursor in the right place then use the keyboard to write a message. Press F7 when your message is done, go back to the EDIT FRONT END menu, but this time choose EDIT MESSAGE FX. Move the joystick up and down to browse through the effects and press SPACE to return to the submenu when you have found a good one. (picture 8)

Back at the main menu, if you test your game now you should now see your nice title screen. Your basic game is done, and all that is left is to go back to the main menu (F7) after testing, and save it. Choose STORAGE, and then SAVE FINISHED GAME, give it a name and press return, and your game is finished. Oh, but make sure you chose the right medium to save to by using the CHANGE DEVICE option. (picture 9) AND THAT'S IT!

Qazi

How to write C64 text adventures in BASIC part 2

Okay... I said that I only have a finite knowledge of things that you are able to do in BASIC, so I am not sure how much I can talk about. Will this section be replaced by something completely different soon? Who knows? After all, here at Kilobyte we strive to keep everybody happy, and there has been a request or two to get rid of the coding stuff. So we'll just have to think of brand new content to deliver to you. I already have ideas and am thinking about doing some game theory, but these ideas are quite far off. But enough about the future! Let's concentrate on the "here and now"! This issue I'd like to talk about strings. Again. But first...

Previously in KiloByte...

In the last instalment (which was also, er, the first instalment) we transformed you from clueless newbies to coding geniuses who could now create a text adventure of their very own. Let's have a look at what we ended up with last issue:

```
10 PRINT"YOU ARE IN A TOWN"
20 PRINT"THERE IS A MAN WITH A KEY TO AN AN-
CIENT TREASURE TROVE."
30 PRINT"A: ROB THE MAN"
40 PRINT"B: TALK TO THE MAN"
50 INPUT"<A/B>";A$:IF A$="A" GOTO 70
60 IF A$="B" GOTO 110
70 PRINT"YOU ROB THE MAN..."
80 PRINT"...BUT HE CALLS THE POLICE!"
90 PRINT"GAME OVER."
100 END
110 PRINT"HE OFFERS YOU A PRICE FOR THE
KEY."
120 PRINT"A: ACCEPT"
130 PRINT"B: DECLINE"
140 INPUT"A OR B";B$:IF B$="A" GOTO 180
150 IF B$="B" GOTO 160
160 PRINT"YOU ARE LEFT NO BETTER OR NO WORSE
OFF."
170 GOTO 90
180 PRINT"YOU UNLOCK THE RICHES AND RETIRE
HAPPILY."
190 PRINT"WELL DONE."
200 END
```

Yes, well all of this was pretty self explanatory wasn't it? Line numbers are reference points, PRINT puts words on the screen, GOTO makes the program execute commands from a certain position in the program, and INPUT prints text and waits for the user to enter information into a string, be it string A (A\$), string B (B\$) or whatever. Meanwhile, the IF statement declares operations to be executed depending on the input (IF A\$="A" GOTO 70). And END ends the program.

New functions

There will be no new functions in this tutorial.

"Hang on", you say. "We can't be doing anything too special if there aren't any new functions." Well, firstly, like I said, I have a finite knowledge of BASIC. Secondly, it's not what you know, it's how you use that knowledge (which is why I always despair when I see modern scener games that look and sound glorious but haven't an original byte in them.)

C64 BASIC

In this tutorial, I'm going to show you a special program I wrote ages ago, and then show you how to use it effectively. What's so special about this program? Well, it's coded so that it drastically cuts down your development time by...well, I haven't timed it yet. So I will. Have a look at the listing below:

```
10 PRINT"YOU ARE IN A CELL AND SEE A CUP"  
30 PRINT"DRINK"  
50 PRINT"EXAMINE"  
60 INPUT"<A/B>";A$:IF A$="A" GOTO 80  
70 IF A$="B" GOTO 100  
80 PRINT"YOU KEEL OVER AND DIE."  
90 END  
100 PRINT"IT CONTAINS DEADLY TOXINS."  
110 PRINT"YOU WONDER WHAT TO DO"  
120 PRINT"GIVE IT TO THE GUARD"  
130 PRINT"LEAVE IT ALONE"  
140 INPUT"<A/B>";B$:IF B$="A" GOTO 190  
150 IF B$="B" GOTO 170  
160 PRINT"YOU WITHER AWAY AND DIE."  
170 END  
180 PRINT"YOU ESCAPE"  
190 END
```

The above took me 3:27 to type.

Using my special program, I would have to enter the following:

YOU ARE IN A CELL AND SEE A CUP

DRINK

EXAMINE

YOU KEEL OVER AND DIE.

IT CONTAINS DEADLY TOXINS.

B

YOU WONDER WHAT TO DO

GIVE IT TO THE GUARD

LEAVE IT ALONE

YOU ESCAPE

YOU WITHER AWAY AND DIE

The above took me 1:17 to type. So it cuts down development time by more than 62%.

How's it done?

Well, I basically came up with the idea when I thought to myself:"I use strings to ask questions. Can't I use strings to ask questions like "what would you like the description for the first scenario to be?" or "what do you want to happen when the user chooses B?"

So I created a miniature form for the user to fill in, telling the program all details, including which option- A or B- connects the two scenarios. I can't really explain further than that, but I'm hoping all will be revealed when you see the code.

```
1 INPUT"SCENARIO A";A$  
2 INPUT"SCENARIO A OPTION A";B$  
3 INPUT"SCENARIO A OPTION B";C$  
4 INPUT"SCENARIO A OPTION A RESULT";D$  
5 INPUT"SCENARIO A OPTION B RESULT";E$  
6 INPUT"A OR B LINKS TO SCENARIO B";F$  
7 INPUT"SCENARIO B";G$  
8 INPUT"SCENARIO B OPTION A";H$
```

C64 BASIC

```
9 INPUT"SCENARIO B OPTION B";I$
10 INPUT"SCENARIO B OPTION A RESULT";J$
11 INPUT"SCENARIO B OPTION B RESULT";K$
12 PRINT A$
13 PRINT B$
14 PRINT C$
15 INPUT"<A/B>";L$:IF L$="A" GOTO 17
16 IF L$="B" GOTO 21
17 PRINT D$
18 IF F$="A" GOTO 24
19 IF F$="B" GOTO 20
20 END
21 PRINT E$
22 IF F$="A" GOTO 20
23 IF F$="B" GOTO 24
24 PRINT G$
25 PRINT H$
26 PRINT I$
27 INPUT"<A/B>";M$:IF M$="A" GOTO 29
28 IF M$="B" GOTO 31
29 PRINT J$
30 END
31 PRINT K$
32 END
```

Note that there is only one IF statement; INPUT lines don't need IFs in them all of the time; they can just be used to store an input if the user wishes. Also note that, yes, you can print strings. Handy eh?

HAVE FUN!

Well, there's little left to say now! Just get coding and enjoy the luxury of faster results! Oh, and if you need reminding who's responsible for that wonderful listing, just stick this line at the top:

```
0 REM KILOBYTE PRESENTS TEXT ADVENTURE EDITOR
```

HAPPY CODING!

Qazi



Programming Spectrum in assembly

Hello again to ZX Spectrum Assembler programming. In the first article, we discovered different numerical systems that are in use while programming in Assembler, we learned a little something about the Z80A processor that is used in ZX Spectrum computer and I explained all about High and Low bytes. Now, the time has come to take a step forward and learn how the computer is displaying all the characters and pictures on your television set.

The display

The ZX Spectrum display is generated by a special chip called the ULA. I won't get too technical about the subject, so I will just tell you that the ZX Spectrum is capable of creating a picture of 256x192 pixels. This picture(that is showing on TV screen) is divided into 8x8 pixel blocks and each of these blocks can only display 2 colours at one time(background[or ink] and foreground[or paper] color). The bitmap of the display is stored in Spectrum's memory starting at the 16384 and ending at 22527 memory address. The bitmap is represented by a bit per pixel method. That means that if the bit at the first address of the bitmap(address 16348) is off(0) then the pixel at 0,0(top left) screen position is drawn by using the background color. If the same bit is on(1), then the 0,0 pixel will be drawn by using the foreground color. The first byte in memory address 16348 describes 8 pixels (1 bit per pixel and if you remember from the first installment of this article each byte holds 8 bits!). But the whole pixel layout in memory is a little strange and it's hard for me to describe this with my somewhat limited knowledge of English language and grammar. So I decided to borrow the next few lines from C.S.S. FAQ :

[FAQ start quote] : "Each third of the screen is laid out unusually; the first 32 bytes are the pixels for the top row of the first character line, then the next 32 bytes are the pixels for the top row of the second character line and so on until you reach the ninth load of 32 bytes, which is the second row of the first character line. Next 32 bytes is the second row of the second character line, and so on. It's hard to explain, so the best thing to do is see for yourself; write a program to POKE data to 16384 up and see how the bytes fill in on the screen."

[FAQ end quote]

If you want to see how that looks like, type below BASIC program into your favourite Spectrum emulator(or even better, into the real thing) and run the program. See how the lines are drawn? I believe that now you also understand why the loading pictures of many games are loading lines so strangely!

```
1 FOR t=0 TO 6143
2 POKE 16348+t, 255
3 NEXT t
```

Attributes

The whole picture is divided into 768 8x8 pixel blocks. Pixels in each of these blocks will be printed on screen using the colour, flashing and other information stored in so-called attributes. Each attribute is nothing more than a number of 0-255 and they are stored in memory from location 22528. So the byte stored on location 22528 holds the info for the left-top pixel block, byte stored on location 22529 represents the pixel block at XY location 1,0 (assuming we go from 0,0 => top left which is NOT the way it goes in basic PRINT AT statement for example). It will become clear once you type the program below into your Speccy or an emulator and run it. Observer how the pixel blocks are becoming blue when we set the attributes starting with location 22528 and going 1 byte forward each time the loop is executed.

```
1 FOR t=0 TO 768
2 POKE 22528+t, 8
3 NEXT t
```

Z80 ASSEMBLY

And in what way is the attribute byte defined? Well, that looks a little complicated at first (and you can also look up the formula in BASIC manual that came with the Spectrum computer). The number of the desired attribute is the sum of 4 other numbers :

```
x 128 if the character position is flashing, 0 otherwise
x 64 if the character position is bright, 0 otherwise
x 8*the code for the paper(background) color
x the code for ink(foreground) color
```

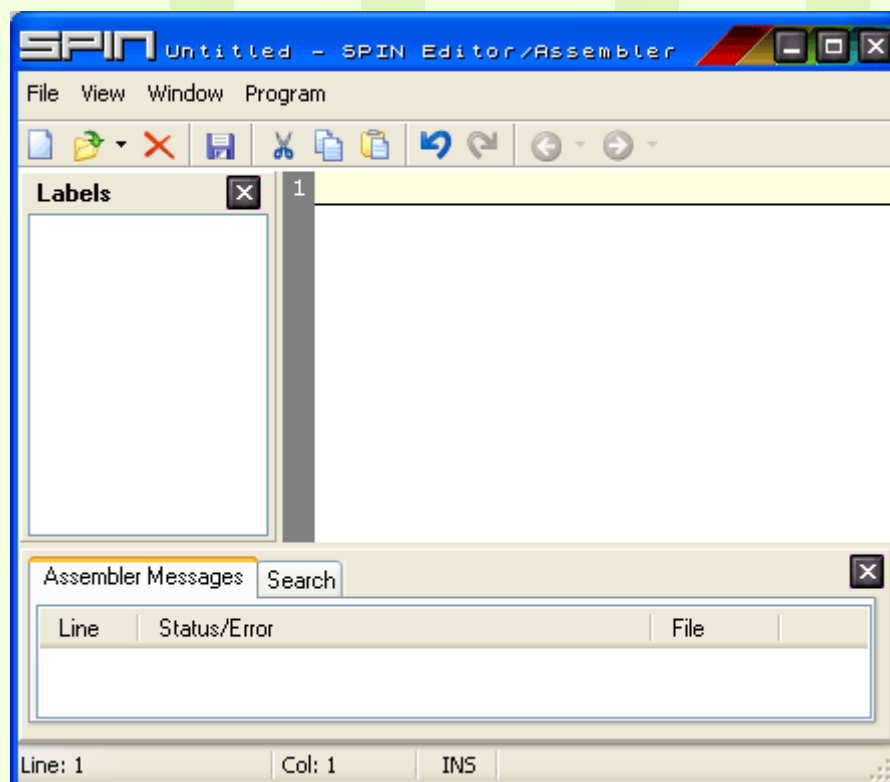
And the color codes are as follows :

```
0 - Black
1 - Blue
2 - Red
3 - Purple or magenta
4 - Green
5 - pale blue or cyan
6 - yellow
7 - white
```

So, for example, if you want to set the top-left pixel block to be painted with blue color and its pixels set to white, you would have to set (POKE) the memory address 22528 to 15 ($0+0+8*1+7$).

SPIN built-in Assembler

We will soon create our first program in assembler (in next issue that is). I will show you how to do that in SPIN built-in assembler which I use a lot as it is very convenient and easy to use (You can download SPIN emulator here : www.zxspin.co.uk). When you start SPIN emulator, go to "TOOLS" menu and click "Z80 assembler" option. You should see the SPIN Editor/Assembler window (look at the picture below). We will use it in next issue though, as I'm running out of space here. Until then, try to experiment (POKE that is) with Speccy bitmap and attributes memory.



SPIN built-in Z80 Assembler

6JohnnyBravo

Originating for free - a defensive column by Qazi

Writing for a magazine (or e-zine...whatever you want to call it) as absolutely brilliant as Kilobyte makes me quite proud, and the structure of the magazine that the editor chose to adopt when the blueprints for the first issue were being constructed was undeniably solid. I do not know if we have a mission statement - we are but a simple free 'zine after all - but the first issue laid down the foundations that would be built upon by future issues. These foundations come in many forms and have mostly been constructed by the editor, but some of which emerged whilst I was writing review after review. An example of the latter case might be the fact that my style of reviewing has certain traits; such as the way in which I try not to have my opinions clouded by nostalgia and ancient memories, or the way in which, if I am forging an opinion that I think others may consider controversial, I may try to see the validity of the other point of view. Anyway, back on topic, we have both constructed methods of creation that I hope will characterise the publication and set it apart from other retrogaming-related publications. Not only web-based publications, but also commercially available publications (or, in the case of gamesTM, retro subsections in gaming magazines).

Which brings us onto Retro Gamer.

Live Publishing, despite (arguably) not being as widely dominant as publishing giant Future, have exposed a niche in the market for gaming magazines which I am surprised has gone so long without recognition. Granted, Future's Edge made one of the first real attempts in a long time, with "Edge Presents Retro", but the magazines in this series have so far been "specials"...in other words, they are not regular magazines like Retro Gamer is. Whilst special editions are not released on a regular basis and so the writers have more time to create something wonderful than the team behind a monthly magazine, Retro Gamer is a sterling effort from a team that know and like their old games. However, like me, they are not afraid to demonstrate their true opinions of older games. And there is no greater evidence of this last fact than in the pages of the latest issue, because now they have not only decided to look at classic titles and modern titles for old systems; they have begun to review them as well. Now, under any normal circumstances, this would not create cause for concern, due to the fact that both gamesTM and the "Edge Presents Retro" series contain reviews of classic games. In fact, I think that what they are doing is fine: we are free and so there is little concern that our modest fanbase will abandon us. I am writing this piece simply to make one small detail clear. Remember in the introduction when I mentioned the way in which a team with free will do shape their creation will do so, and the writers - whilst being creative in their articles - will follow the editor's blueprints and guidelines in terms of reviews etc? Well, when I first started writing reviews for Kilobyte I had been given no instructions about how titles should be scored, and so I just used the traditional "x/10" format. I was asked by the editor to score games using percentage-based scores for four criteria - graphics, sound, playability, and addictive quality - and then a fifth score, which would be the overall score, would also be printed, taking the average of the above four scores.

However, no sooner do I flick through the pages of the latest issue of Retro Gamer than I notice their reviews, and more importantly their criteria. Games in Retro Gamer are scored using percentage-based scores for four criteria - graphics, sound, playability, and addictiveness - and then a fifth score, which would be the overall score, is also printed. Granted, the overall score is calculated in a different manner (don't ask me how), but the system is still frighteningly similar...

The objective of this column is simply to set the record straight and explain to readers of this issue that we came up with the scoring system first. Indeed, this is proven by the fact that the latest issue of Retro Gamer - the first issue to begin publishing reviews - was released on the 29th of June 2004, and a quick trip to <http://www.kbmagazine.net/> shows that the first issue - the issue that used Retro Gamer #5's scoring system - was released on the 12th of February 2004, more than four months ago. If this column is, like the editor promised, published in issue two of Kilobyte, then patient readers will read this column before looking at the reviews, and so will understand the similarities between our scoring system and the system used by Retro Gamer. This column is not an attack on Live Publishing's magazine, it simply sets the record straight before fingers are pointed at us for not being original.

But then, if you've been reading the dates on the news section of kbmagazine.net, you'd already know that.

Qazi

RAINBOW ARTS
1987

Great Giana Sisters



I'll save you the story that you already know and cut to the chase: Great Giana Sisters has enough unique character to stand out as a game that doesn't require the thought of a certain Nintendo game to enter the minds of people who hear GGS' name. Okay, I may as well tell you what I'm rambling on about otherwise I will be exclusively talking of those "in the know." Which is a bad thing clearly. In short, Great Giana Sisters got



more recognition for being a shameless rip-off of Nintendo's Super Mario Bros. than it did for being a decent game. There can't be that many people who don't know about the story (apart from the obvious people: those who aren't into the C64 scene, those who aren't into retrogaming etc etc.)...but for those of you who weren't in the know, all you need to know is that Nintendo didn't like GGS ripping off their masterpiece and got the legal heavies on them. Or something like that. But this was a nice bit of research for me as well as a bit of informative material for you readers,

as I too wanted to know if there was ever a game behind the hype, and I also wanted to know how shameless a rip-off the game really was. So I decided to give it a go, and finally have these questions answered once and for all. Is it a pile of crap? Is it any good? Is it a shameless rip-off? Well let's see...

IS IT A PILE OF CRAP? Er...no! I think this is because it is a game that is based on an outstanding videogaming achievement that still holds appeal today. Let's face it, you wouldn't want to make a clone of a game unless the game in question was a famous big-seller. For example, who'd buy a clone of...Cisco Heat? Exactly. No-one. So there'd be no point in making one (unless you were to improve on the formula...but then it wouldn't be a good clone anymore; merely a good game.) So what am I saying? It's good because it's a clone of SMB?

IS IT ANY GOOD? It IS good. It's very good. You can explore these lovely worlds with nice cartoony characters and big uncomplicated graphics, the music adds a touch of character to the game and gives it a little charm. The game is as not as fast paced as many other platformers-it's not completely slow, but your character walks rather than runs around. It is around the same speed as Flimbo's Quest, and is no worse off because of this. It feels like the kind of game that you reckon anyone could get into, as each screen only has one or two enemies wandering around, and the pace means that you aren't about to send your character flying into a spike pit because you were moving too fast (stand up Mayhem In Monsterland.) I think that it all feels a bit primitive, a bit childish, what with the "wibble" sound you hear when you squash an enemy and the weird look of the enemies themselves (then again, the same can be said about the Mario games)



IS IT A SHAMELESS RIP-OFF? I don't think so. Yes, the graphics and sounds accurately mimic those of the Nintendo title, but the graphical style and the music give this game a unique personality. Like the Mario games, it's quite shallow as there is little thought needed to get to the next level, but it's still good fun to play. Unlike a game like Flimbo's Quest, there's some real gameplay lurking behind the pretty presentation, but

	68%
	65%
	71%
	72%

even though it's not repetitive like FQ, it is still quite shallow - something like Creatures 1 or 2 seems thoroughly complex by comparison. Let's just say that the publisher should have had a word with the developer along the lines of "We can't put this out, they'll set the lawyers on us." "What do you want us to do about it?" "Make it less like Mario."

Hmm...rambling now...I'll shut up.

Qazi

69%



Continental Circus

VIRGIN
1989

A game like this shows just how many different ways there are to approach a sport-based game. Do you go for brilliant graphics? Maybe the player wants authentic car features that break and make his or her life hell - in other words, a more simulative experience. Then again, you have the category that I think Continental Circus falls into, which is the category whereby arcade style simplicity evident in the graphics and in parts of the gameplay is balanced with some form of psuedo-realism that makes the player think twice about going around in the high gear at the highest speed they can reach. An attempt to please all of the people all of the time? Perhaps. (Oh, and before you ask, the name - I think - stemmed from a mis-spelling or mistranslation that was supposed to be Continental Circuit. However, don't point the finger at me if this information is wrong, I think I got it from Zzap! or somewhere...) Anyway, if arcade-style games were easy you would be able to complete them very quickly, or complete them without having to use a large amount of credits.



“Easy to learn but hard to master?” Again, perhaps.

So, Continental Circus is all about Formula One (or at least that's what the cars look like). The object of the game is to participate in races around the world, and in each race you must reach and finish in a position that is at least equal to the qualifying position of the race in question. For instance, you may be asked to finish at least 20th in the first race in order to qualify for - and race in - the second race, but in the second race you may be asked to finish at least 15th. And so on. Also, if my memory serves me correctly, this means that you start the next race in the position that you finished the last race in (so if you can go from last to first in the space of one race, you are going to have a bit of an easier game on your hands, so it's a good idea to get some brilliant first races: don't think about the future for now.) It's a nice little system that influences the way you play and the strategies that can be formed; a lot of forward planning can be involved from the start.

As well as this - like I briefly covered above - it's an arcade game, and there is a large amount of skill involved during the races. This is because it's very easy to lose your high position in the race through crashing spectacularly on nasty corners. Essentially, you have two chances before you spin out completely. When you hit something for the first time there is a “bang” sound, like something inside your car has just gone horribly wrong. This fear of something going wrong is increased by the fact that there is thick smoke pouring from the back of the exhaust. You can keep driving for a while like this, but soon the smoke will turn into fire and you will automatically spin out (again) and lose a lot of time (and probably your previously-high grid position). So it's a good idea to sacrifice a grid position or two so that you are able to get your car fixed. Trust me, spinning out on the track after having a fire burning at the back of the car is a lot worse than wasting time in the pits.



So, it's an arcade game that is unforgiving to the careless driver. Which, arguably, is how it should be. However, you can still probably get through the early races even after crashing once or twice, which is good, as it shows that there is a fairly decent learning curve integrated within the game. Like I said in this reviews introduction, graphical simplicity is balanced with mechanical psuedo-realism to appeal to more people than usual. However, you cannot help thinking that maybe instead of going somewhere along the middle, it would have been a better idea to offer something that a specific target audience - either the sim-fans or the arcade people - would find enjoyable. Despite this, it's still a reasonably good game - if a little confused about the audience that it is trying to please. I think that anyone can enjoy this game, unless they are put off by the simple graphics perhaps.

	54%
	45%
	70%
	68%

REVIEWS

So...it's fun - but it's difficult. You can get to grips with the game easily, but you need skill to complete the tracks in a qualifying position. It's not pretty, but then few will care about that. All in all, it's a fairly solid game, and one that I think many people will enjoy. If put off by the graphics, there's still a challenging game in there; if the game's too challenging at first, there is the opportunity to keep practising on early tracks. It looks cheap, but cheap is sometimes cheerful, as proven here.

59%

Qazi

HEWSON
1988

Eliminator



I remember a game called Eliminator. I think it was for the arcade, and it was some kind of shoot 'em up game where you had to shoot a tiny target on screen with your spaceship, whilst the second player was trying to do the same. Mayhem ensued as you both barged each other out of the way trying to get to the target. I wasn't expecting that kind of game though: because whilst downloading the arcade game I was expecting this, the first game entitled "Eliminator" that I had heard of. And it turns out that the Commodore 64 game is completely different from the arcade game that I first played. It's nothing like the arcade game I played.



Eliminator is...hmm. Well it's...hard to describe. I think that the best way of describing this game is "odd". However, it would be an insult to deliver one-word descriptions; no doubt you are probably looking for a more elaborate description, so I will simply say the following: Eliminator is a cross between a racer and a shoot 'em up, with music that sounds like it's from Chase H.Q II, a fact that only reinforces the "this feels like a racing game and I haven't the faintest idea why" feeling. It's not a racing game, it is simply a scrolling shooter with the perspective changed from top-down/side-on 2d to glorious rolling into-the-screen quasi-3d loveliness.

The player starts off with a view from behind of his or her "vehicle" (I would call it a spaceship, but I could be completely wrong and then get loads of mail from geeks saying "no, no it's a battleship" or whatever, and I don't really want all that.) and also in view is the general playing area. Well, to call it a playing area makes it sound like a single screen job. Also in view is the track which your vehicle will move along, and that's about it apart from your obligatory status displays (located on the sides).

As mentioned before, the action takes place on this chequerboard type surface, and this design really helps to show off the 3d-style of the surface and how the hills and dips impressively roll past. It's not the fastest movement that I've ever seen, certainly not compared to racers such as Turbo Outrun and Chase H.Q II. However, like I said. It's not a racer. And it's not a shoot 'em up. It's both. And it's also a visually impressive hybrid due to it's unique style. Indeed, when I say it is visually impressive I mean that it impresses in it's own way, not that it has the best graphics of any Commodore 64 game ever.

However, as we all know, you can have the prettiest or most graphically innovative game out there for the Commodore 64 but if the game does not hold any appeal for the person who is playing than all the effort spent making the game was focused in completely the wrong place. Mayhem In Monsterlad is a good example of a very pretty game with lots of nice visual tricks (colour mixing, parallax scrolling, etc etc) but with gameplay as deep as a toddler's paddling pool. Eliminator is equally unimaginative in the gameplay side of things, and I don't believe that you will find a lot of long-term appeal in this game, to be honest.



	74%
	71%
	66%
	43%

Another case of style over substance, pretty graphics in place of nice gameplay (even though the two can coexist)? Well, I never said that the gameplay was not fun, merely that it loses it's appeal extremely rapidly, and so it is another quick-fix, arcade style game for the players with the short attention spans who wish to fire up games and blast away happily with little

need for thought. And again it is a game that will not suit players who like depth in their games. The graphics impress, the music is good as well (especially when you consider that it mimics the style of Chase H.Q II, another game with excellent music), and the gameplay is fast and interesting, and remains that way for most of the time, But it is pretty much a shooter where there is not a lot present to dynamically change the way the game plays.



64%

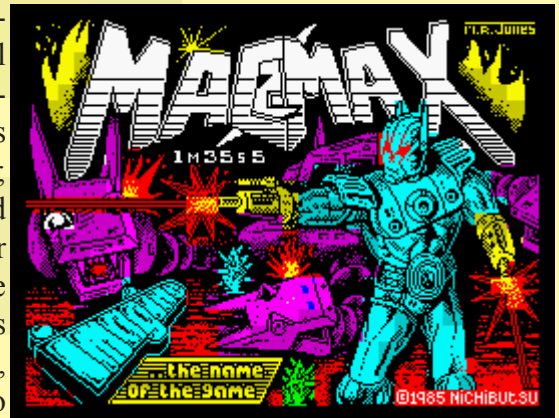
Qazi

 **Mag Max**

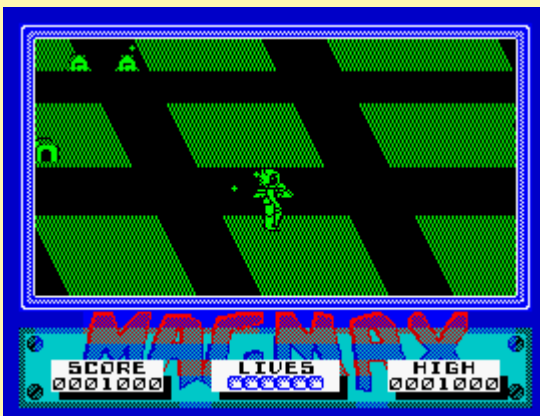
IMAGINE
1987

It's kinda strange how this game was picked for a review as I didn't really know which game to play and so decided to ask my girl to choose one for me. She is totally clueless when it comes to retro games and so she picked one with the title that "sounded right". And I would say that she fell for a "familiar title trick". Mad Max anyone? I really wonder if this stunt would go unpunished these days... but anyway...

I have to say that the game is not that bad or anything, but it's not that great either. And the story? Well the instructions will tell you that in the last days before the grat collapse, the remnants of humanity realised that their demise was inevitable. Mechanoid hordes from a distant and undiscovered galaxy had laid waste to civilisation in a series of brutal attacks, leaving only death and destruction in their wake. But as reports of the first assault rang through the known worlds, Sci-corps were putting the finishing touches to a prototype robo-centurian; Mag Max. The last defender of mankind was barely completed before Sci-corps were reduced to dust in withering hail of laser death. The invaders were unaware of this project that could prove to be their downfall, for deep in the planet's bowels a circuit has closed and Mag Max lives! Seeking out his various components, scattered across the continents he gains strength and firepower to complete his final programme: Death to the Invaders!







That's the story. And what about the game? As I said... not that bad, but not that great either. Graphics are mediocre at best(all scenery and sprites are monochromatic) and sound is there but it's nothing special - some music and sound effects of the usual quality. The game offers a fair ammount of challenge and quite a few interesting twists and ideas. You start with the body of Max flying around and you need to guide him through the landscape. Soon you'll realise that in order to become stronger, you need to pick up the rest of the Max's parts(his head, legs, weapon...). And if you find all the parts you'll notice a very nice upgrade indeed. I won't tell you what that upgrade is as I don't want to spoil a surprise. Apart from enemies and bunkers, there are also some strange looking pits(well circles anyway) on the battlefield. These pits will transfer you to the under-



60%

6JohnnyBravo

ground battlefield with more enemies inside. What more is there to say? The game is definitely playable but hard! After a little while, I noticed that I'm dying quite frequently so you'll probably need a lot of practice in order to finish this one. But it's not a bad game if you persevere, and it can be quite rewarding too.

	63%
	62%
	52%
	66%

VIRGIN
1989

Gemini Wing



Like I said with the racing games that appear on the Commodore 64, it can be assumed that lots of stuff happening at a very fast rate can be something that a lot of consoles, computers, etc have difficulty with if they fail to have the necessary power that is expected to be provided by the hardware. Games with a slower pace are obviously a bit easier for a machine to cope with (unless it's some kind of super-advanced turn-based thing with many calculations required to be, er, calculated in order for the game to work), but when a game is pushing around many different objects with their own paths and destinations - be they enemies, bullets, or the



main sprite - it can be difficult for the machine to keep up. Complex backgrounds make it even worse. However, occasionally the enjoyment provided by the game can be worth the occasional bit of slowdown. Yes, in case you haven't already guessed, Gemini Wing is a bit juddery. However, the occasional stutter in the delivery of information is just that: occasional. It doesn't happen continuously and it definitely will not spoil your game. A good thing too, since Gemini Wing is the kind of game that doesn't deserve to be spoiled by judders, bugs or crashes. And I think it is - get ready with the angry emails of disbelief, rant fans - one of the best vertically-

scrolling shoot 'em ups that I have had the fortune to play on the Commodore 64.





In terms of presentation, this is one hell of a slick game. Extremely detailed backgrounds that are very pretty to look at and yet do not make the action hard to see (perhaps this is why so many scrolling shooters have black backgrounds) are combined with great animation and imaginative enemies, each one distinctive and characteristic. There are normal cannon-fodder enemies that die in one shot (these come in many varieties), and there are also standard enemies that take a lot of heavy fire before dying (which can add a bit of tactics to the game - should you lay into this enemy and grab the goods that he leaves behind first, or dispatch the weaker enemies to begin with so that they are not a threat?) In terms of music as well, there are some quality tunes on here, and in my opinion they are quite original and distinctive and fit in with the overall character that the game possesses. Alright, so in terms of gameplay Gemini Wing doesn't deviate from the standard default blueprint of "shoot them before they shoot (or collide with) you", but on the other hand, once you have played it, many other shooters look very bland in comparison to Gemini's luscious animation and brilliant visuals (however, some might argue that the graphics on certain levels don't look as good as the graphics on others.)

The gameplay simply rounds off what is looking to be a very promising package. Waves of enemies dance in elaborate formation waiting to be blasted to pieces by whatever power-ups you have stored. By collecting multiple powerups you can, by continuously firing (hold down the button), launch them one after the other, and when these power-ups range from three-way fire to homing bullet things to big pretty smart bomb variants (such as the swirly one and the "fire wall" one), it makes enemy destruction even more of a joy. But it also makes the game a little easier than it would be without the power-ups, as Gemini Wing is quite



a difficult game, and the multiloading nature of the game (each load lets you play through a couple of levels if my memory serves me correctly) would make having another crack at such a challenging game a laughable prospect, were it not for this addition...

Gemini Wing sidesteps one of the more annoying features of multiloading games - the way in which you have to reload and start from square one once you have died on a much later level - by implementing a password system that works really well. After completing a level, you will be given a password that can be entered at the title screen (press 'P') so that, if you die, you can just leap straight

	70%
	70%
	78%
	76%

back to the last level you completed. And this is brilliant when each of the seven huge rounds is quite difficult.

As far as downsides go, there is no two-player mode, bullets can sometimes be hard to see in the busy moments of the detailed levels, and round seven's boss takes a little too much pounding for my liking. (Oh, and there are very rare moments of slowdown.) Still, for what the game does offer, you can't possibly be disappointed. It's one of the most polished examples of the genre, and will satisfy many a shoot 'em up fan.

73%

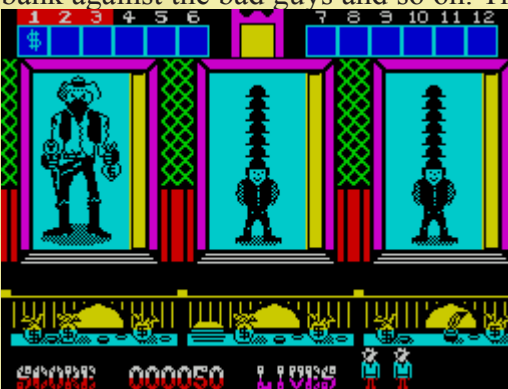
Qazi







West Bank

DINAMIC
1985

Let me just say right at the beginning that West bank has proved to be very enjoyable game and easy to play. You are a sheriff in wild west, and you must protect the bank from bad guys. Customers are bringing cash into the bank through any of the 12 doors available of which you can only cover 3 of them on one screen(don't worry the other 9 are "inactive" while you are not around to protect them). But ant any time, the bandit can step through the door and when that happens you got limited ammount of time to shoot him down, using the 1, 2 or 3 key (1 for left door, 2 for the center one and 3 for the door on the right). If the bad guy is faster than you, you are history and you lose one of your precious lives(you got 3 at the beginning of the game). The aim of the game is simple... when the customer brings cash through the door, you will see a dollar sign on top in the little box representing the door used by this customer. When there is a dollar sign on all 3 doors you are currently covering, use the 'O' and 'P' keys to move left or right so you can cover the next 3 doors. When you are done with all 12 doors(meaning all doors where used by a real cash bringing customer at least once) the level is complete. After you complete a level, you will have to fight against 3 bandits in a shootout. But WATCH OUT! You cannot shoot a bad guy before he pulls out a gun on you and you must shoot them in the same order they drew their weapons! You get bonus if you succeed in shooting them down or lose a life if you don't. Then you are again protecting the bank against the bad guys and so on. The only difference is that you will encounter new kind of bandits (one for example you cannot shoot until he pulls the gun on you).



So what is my final verdict on this game? Good but not brilliant. It's a great little game when you feel like shooting a few bad guys in a hurry as it doesn't take too much time to play it. Sound is there but it's nothing special. So if you like simple shooters, then by all means, give this one a try.

	74%
	65%
	86%
	80%

76%

Johnny Bravo

EPYX
1984

Break Dance



More misinformed, more amateurish reviewer may have the opinion that the genre of rhythm-action started here. However, I am of the opinion that rhythm action started much, much later. Years later in fact. There is no rhythm in this game in my opinion. I mean sure, you could time your actions so that your actions and the other players actions are rhythmically synchronising, but this isn't really necessary. All that is

REVIEWS

necessary is that the player remember a sequence of dance moves - each one executed by a single push of the joystick - until...ooh I don't know...he or she gets to move on to the next stage and do it all over again. And again. Oh, no: there are some variations, I believe; there are different styles of gameplay later on where you do something slightly different - but these do not deviate that much from the game. The whole thing, in essence, is Simon Says. Which is not rhythm-action. Well, it is, in a way, but it's not my idea of rhythm action. It's not as involving, it's not as skillful. It's not rhythm. It's a memory test. A long and tedious and dull and boring memory test. Which no-one should have to endure. Already I am losing the will to write another word about such a rubbish game. The passion, the enthusiasm, it is gone. It wouldn't be like this if I was reviewing something a little more interesting. I'm already thinking of the next brilliant game I am going to write a lovingly-crafted



90%+ review for when it comes to writing stuff for issue three. But I'm reviewing a lengthened version of Simon Says. Somebody shoot me now. I'm on the first paragraph and I'm racking my brains for something to say other than "er, it's Simon Says, but on your computer!"

I mean, imagine if you were pitching something like that, or marketing it to someone in a game store, convincing them to allow you to promote it heavily with banners and promotional mugs and shirts and freebies and whatnot. You'd have the test machine all set up, with lots of eager players

all itching to see what's so great about this new game, and the excited expressions would soon turn to complete deadpan when they see the game for what it is - a glorified version of Simon Says. Hell, it isn't even glorified. It isn't pretty, it isn't visually or aurally impressive, and it certainly isn't fun. No. No fun at all. It's impossible to promote a computerised version of Simon Says. You could quite happily promote the real life version of Simon Says, I'm sure, if it didn't exist at the moment. EVERYONE knows how to play Simon Says. And they know how fun it is. Now, if a computerised version is suggested to these people, then - by knowing what the real life version entails, and by knowing the current methods of interaction available at the moment (keyboard, joystick), they would probably hazard a guess as to how much - or, to be more accurate, how little they had to interact with the game when playing it. And their assumptions would probably be very accurate. In fact, they'd definitely be accurate, because Breakdance is so tedious, so boring, so life-sappingly dull and I can't think of a good word to say about it and I still have half a page to write about this game. Why on earth did I think that I would possibly want to write about a computerised version of Simon Says? Evidently, I am confusing myself...







...oh, I heard that one of the game modes is not a variation of Simon Says, but I didn't want to stick around long enough to find out what it was. I can tell you, however, that there is a practise mode where you can figure out



which joystick movement performs which move before you go on to the game proper - handy for me; because the animation is a bit rubbish and so I was confusing two moves that looked extremely similar to one another. Frustrating? Of course!

Aesthetics? The graphics are rubbish, the sound is basic at best, and the animation's a bit rubbish as well; all square shaped elbows and erratic floorspins. The Simon Says game drags on forever, and it turns into a really tedious memory test where you have to memorise a sequence of dozens of

moves. It's stupid. Really, really ridiculous and stupid. As if the similar dance move animations were bad enough. Anyway, I think that I write many many negative reviews, and so here are some constructive comments.

	11%
	66%
	13%
	0%

First, the music does not get overly repetitive, and it makes the game ever so slightly more bearable - good for if you have to review it for an online magazine and have to play it for ages working out what's so good (or, contrarily, bad) about the game. Secondly, a constructive comment: perhaps it would have been better to do something akin to what you saw in the first 32-bit rhythm action titles, and just have groups of three moves or something to replicate at a time. Anything has got to be better than this.

22%

Qazi

Batman-The Caped Crusader

OCEAN
1988

I've ranted countless times about the obvious fact that, ever since there has been gaming, there has been unoriginality. Also, there have been sequels. Oh, and licences. Just like all of the other consoles that have suffered due to their development, some might say that Commodore 64 gamers could be forgiven for starting to lose faith in the future of original software available for the system...if indeed there was still some kind of future.



Pick a film, or a television show, or a simple comic book like Batman (I am uncertain as to whether this is a game based on the comics or a game based on the films) and you can be sure that Ocean have made a licensed game of it. Or at least had an attempt at acquiring the license. Okay, I am sure that they don't snap up every license or create every licensed game that is available for the C64, but they do seem to create the majority. Having said that, I don't think that they are culprits when it comes to creating multiple sequels, but then again finding new stuff to acquire in the form of names that people recognise such as Batman and Rambo and Platoon and Adidas as opposed to making

your own original stuff isn't exactly that much better is it? Okay, so unoriginality is a bad thing. Clearly. But it's obviously not as bad as terrible gameplay. So let us pray that the anti-Ocean people will be silenced. Yes, Batman - The Caped Crusader is a(nother) film (or comic) license. But that's not to say that we can assume - without even playing it first - that it is going to be a rubbish game that has been rushed out so as to cash in on the Batman brand's success. Although having said that, anyone who has read previous rants by me about Ocean will know that I have made a point about the fact that many film licenses were a) brought to us by Ocean and b) side-scrolling platformers. Coincidence! Would you just look at the screenshots! Looks to me a bit like...oooh, I don't know...a side-scrolling platformer?

Making an effort is important. And not just when developing games. As I write this review, I am also trying to access a particularly popular Commodore 64 web site - with no luck - in the hope of finding some screenshots I could use for the purposes of illustration. More effort is needed. Is it the same case with this game? Well, I actually believe that Batman: The Caped Crusader (come to think of it it's probably not based on the films due to the fact that there are games like Batman The Movie and Batman Forever; it was probably based on the cartoons/comics/illustrations) is a moderately enjoyable game that is executed with a fair degree of style, even if it may not be considered the most innovative take on the franchise. In its essence, whilst it may look like a side-scrolling platformer from the screenshots (as I said at the end of the above paragraph), it would perhaps be more accurate to call it a flickscreen adventure. Although, back in the day an "adventure" game was pretty much any game where the core gameplay mechanic went along the lines of "use object x on object y to get result z." Think Dizzy. Think Nosferatu. Think Atalan, Zak McKracken, The Great Escape. Think of the classic adventure game mechanic that is probably still being recycled today. Some may say "how unoriginal", others may quote the mantra "if it ain't broke, don't fix it." Me? I think it depends on how you see the game; do you see it as a platform game



REVIEWS

or an adventure game or what? I see it as an adventure game (mainly due to the massively long textual solutions that I used to see printed in the tips pages or tips books of Commodore 64 magazines), but I think that the collecting and utilising of items is not overly heavyweight, and so I think that many people could get into the game regardless of their genre preferences. So am I retracting the comment made towards the end of the introductory paragraph? Am I in fact saying that Ocean have realised that just because you have a license, it



doesn't give you an excuse to do the same old genres? Perhaps. Whatever the case, Batman - The Caped Crusader is not just about item management; there is combat, there is platforming, there are even occasional moments where thought is needed. However, this game will never be a complete classic, merely an enjoyable game. It is above-average but little more. The characters (enemies etc.) are not particularly impressive, and neither are the surroundings, but they do have clarity and quality. The music is kind of atmospheric, but it's also kind of repetitive after several plays, and the long walks - the to-ing and fro-ing between locations just so that you can use a single item acquired

at point A whilst you are at point B - can sometimes irritate. However, if you like your side-scrolling flickscreen adventures, this one offers the same kind of fun gameplay, but in a cool urban Batman style. Then again, if you are a true gamer then licenses won't matter and you will see Batman - The Caped Crusader as an enjoyable, if somewhat cheap-looking, adventure game.

62%

Qazi

	52%
	55%
	73%
	70%

INCENTIVE
1985

MoonCresta



I remember I used to be addicted to this little game and played it a lot. And by that I really mean A LOT (my parents can testify to that). Don't really know why as the graphics are not the best you have ever seen on Speccy, sound is, ehm, there is not a lot of it in game for sure and the whole thing looks like your average Spectrum game. So what is it then? Well, maybe the constant action on screen has something to do with it.



There is always something happening there. Tons of enemies make you bash on the fire key like you're going mad although you can't shoot in rapid succession (which, again, won't stop you from pressing the poor key). Maybe a clever little add-ons to the game, like when you have to dock your ship to a bigger one after you kill the first couple of strange looking enemies. A simple gameplay? Don't know...

As I said in the beginning, the game is nothing special from the technical point of view. Sprites are quite small

	53%
	61%
	84%
	86%

but nicely drawn nonetheless. Sound is limited to a few beeps now and then, and a little tune at the start of the game. Nothing special really, yet it still proves to be an addictive little gem, so despite not giving it the highest of ratings, I'm still gonna tell you that the game is worth playing. Believe me, try it out and you will see yourself coming back for more...



Johnny Bravo

71%

Buggy Boy ELITE 1987

This game is so simple it's ridiculous. Keep racing in order to get a high score. There, in a sentence, is the overall object of the game. There are no police cars, pit-stops, weaponry. Like Turbo Outrun, to keep playing you must be able to reach checkpoints before the time runs out. However, unlike Turbo Outrun, the "end" of the race is not defined by the game, but by your driving skill. Fail to pass through the gates that grant you time, or fail to make a lap to get extended time, and it will be game over.



The gates are quite a novel feature, one that I have seen in very few other games. The gates are labelled with score values or the word "TIME", and passing through one grants you time or points. This means that you are forced to take chances and swerve impossibly through an S-bend through your own choosing, because that's how you will get the points. As well as this there are flags that can be picked up that also give you points.

The simplicity is excellent. Aside from dodging the occasional CPU car, all you are doing is racing through gates over and over again, racking up points like there's no tomorrow. When you complete a lap, you do it all over again. And you don't stop until you have run out of time. Given that you are able to complete one lap without messing up, you would think that you could just race around over and over completely flawlessly.





This is not the case: the tracks in Buggy Boy are refreshingly challenging, sprinkled with all sorts of jumps and S-bends and points gates and flags placed in completely stupid places. Which is key: Buggy Boy is all about daft risk-taking in order to get more points faster. Yes, you could just as easily get a similar amount of points if you decide not to take risks, but it would take you a long time to get there, wouldn't it?

I must admit that this review is very difficult to write for me: normally reviewers have a lot to write about games be they good or bad, but due to the simplicity of the game, I cannot tell you about any special features or whatever. Let me instead tell you that... the game is quite demanding for those of you who have had little experience with games that are within the racing genre and who want a high score. For those willing to take it slowly, you may find some fun in the game.

For the rest of us, who convince ourselves that, yes, we CAN slide through that nasty bend whilst getting through the gate worth five hundred points, it will be brilliant. The game is completely replayable, and has the ultimate "one-more-go" factor: that failure is always due to your lack of skill and not due to unfair game design. I must admit that this is another one of those games that I had to tear myself away from in order to get the damn review done (a lot like NARC, which I played through to completion- taking screengrabs along the way- before I even started the review.)

Unfortunately, there is a downside, and this is that the simplicity of Buggy Boy extends beyond just the gameplay, and affects the graphics too. You will find none of the visual splendour that is offered by the likes of Turbo Outrun and Chase HQ II. Also the engine noise is nothing we haven't heard before, but engine noise in



	32%
	33%
	71%
	72%

racing games usually becomes transparent anyway, and so it is not that big a deal. Again, this is one of those games that you'll either like or you won't. You will either forget the simplicity of it all and enjoy the game, or you will look for something with more to it. (Then again, I like this incredibly simple game, and my favourite game ever is the incredibly complex Iridis Alpha. Hmm. Give it a go, if you can get past the basic nature of it.)

52%

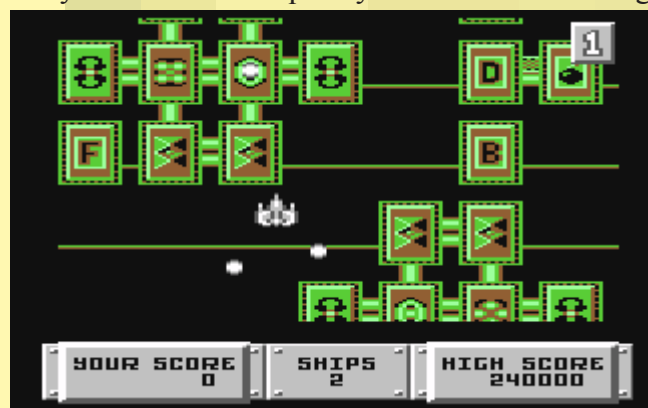
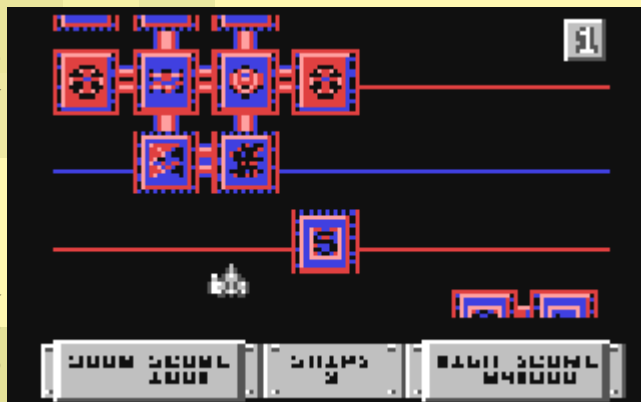
Qazi

How best to describe a game like this? How about: a vertically-scrolling shooter that looks, sounds, and plays like no other shooter I have ever seen. From it's landscapes to its gameplay structure, everything came as a bit of a refreshing shock to me, having been used to more "traditional" shoot 'em ups.

Let me put this into perspective. In *Catalypse* you move smoothly and quickly across the fast-scrolling landscape, zipping about through hails of bullets; your grace and freedom of movement being one of your main weapons, helping you to destroy the enemy which, as in nearly all other shooters, take the form of moving alien ships. The music in the background is punchy and vibrant, fitting the style of gameplay perfectly. *Bulldog*, however, does things differently...

The landscape, taking the form of a load of squares joined to one another, scrolls ever-so-slowly along- it crawls. Similarly, your ship is a bit rubbish, as it moves very slowly to begin with (though speed ups can be gained for fans of "the zone.") The enemies are stationary, and take the form of guns within grid squares- some fire in bursts of three, others fire homing bullets (that can disappear with the acquisition of a handy power-up), and there are some that just pop if you shoot them once- very odd. The trick is to identify what each power-up does and, more importantly, what each enemy does.

Not only is identifying the attack style of each enemy important for when you are flying through the level proper, but it is also important due to the fact that at the end of each level is a mothership boss thing that is made up of several enemy blocks. You must destroy all of the mothership's guns before you are able to advance on to the next level. This isn't easy- it may have been okay to let a few gun turrets fly past in the level proper, but when you are up against the boss, the turrets are there until you destroy them. And these bosses carry more of the unique style that makes *Bulldog* so weird and wonderful.




Do I have any complaints? Well, the later stages (and their motherships) can prove to be quite difficult (and don't be fooled into thinking that the level indicator at the top corner can only show single-figure numbers.) The slow speed may make players think it is a bit rubbish and boring, but after they have had multiple enemies shooting everything they've got at the player, and the player is willing the screen to scroll a little faster, they will admit that it makes the game more interesting. It simply rewrites the shoot 'em up player's handbook- fly as quickly as possible in order to dodge everything? Maybe not...

The visual style is odd, and it does take some getting used to, but you can and will get used to it. There is little "music" to speak of, rather a low humming noise that suits the weird world very well, and complements the other sounds, such as when you hit a turret that takes multiple hits- there is a "ding" sound. A small detail, but again, suited to the feel of the game. Another great touch is the way that the humming turns into a kind of "static" sound and the screen goes grey when you meet a mothership. It is all of this that makes *Bulldog* so unique. However, uniqueness is not always a good thing, and some people simply will not be able to get used to the

68%

Qazi

weirdness of it all- indeed, the graphics are functional and tell you what enemy you are shooting, but can sometimes make the game feel a bit bland (maybe it's because I don't like brown). For those who can accept the bizarre style of the game (and I can- I love the way the speed changes the playing style of the hardcore shoot 'em up fan), you will find this a very enjoyable little game. For others, it will be a game that they will never understand. Their loss.

	69%
	71%
	75%
	55%

Cyberdyne Warrior HEWSON 1989

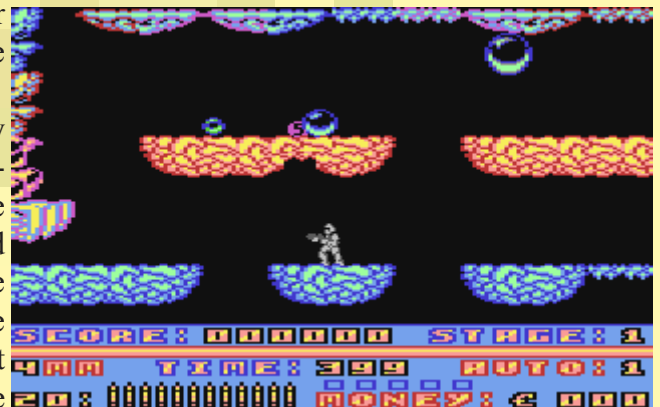
The people at Apex once again show gamers and developers how presentational quality can be coupled with stunning gameplay so as to produce a game that does not disappoint in any areas. In *Cyberdyne*'s case, it does not overwhelm either, but it has to be said that this is a game which manages to convey a very consistent and believable style, without bombarding the player with bright psychedelic visuals and fascinatingly blurry scrolling. You could say that what it conveys may be the opposite of the mantra "style over substance." Not that I'm saying that it is not a polished game, simply that it does not try to look and sound like the biggest and best leap in presentational quality ever. And sometimes - no, **usually** - that is a good thing. If I haven't hammered home the point that I rate gameplay first and presentation second, I am not sure if I ever will. However, that probably will not stop me from trying, persistent that I am. Anyway, the point that I am making about *Cyberdyne Warrior*, and the point that *Cyberdyne Warrior* makes to the player is that it doesn't have to be either/or: both the presentation and the gameplay are brilliant, and neither stands out more than the other, as they are both of very high standards.

So what is it you actually do in *Cyberdyne Warrior*? Well, in terms of genres it's best described as a mix of manic shooting and platform-based exploration. I could say that neither out-balances the other. It is a game that many people can enjoy, without feeling that they are going to be overwhelmed with fast moving targets that are hard to hit, but at the same time they are not going to find it easy to stay alive in the game, due to the fact that the enemies like to fly around and swarm about and generally make your life harder as you energy goes down and the number of missed shots fired goes up. Which is another thing: *Cyberdyne Warrior* likes to make things exceptionally hard for the player by giving him or her a finite amount of bullets. Those who are looking for non stop shooting action where they can be completely blast happy and blow away everything in sight without having to worry about things as petty as their ammunition count will have to think again. A game for the careful player then? Yes. And no.





Cyberdyne Warrior caters for everyone, and it does this by allowing the player to buy items at a shop. Whilst the objective of each of the three stages is to collect all of the droids that are scattered around the place so as to proceed to the next level, the droids can also provide access to the aforementioned shop. However, the shop will take a while to find on the larger levels, so self-preservation is important in the meantime (and of course you could always continue the search for more droids.)

There are also interesting subtle tactical factors in the game, such as the way that there are two or three huge enemies in the game that could prove very costly to your ammunition supply but also very beneficial to your finances. So the question becomes: should you waste a load of bullets on a large enemy so as to gain a large coin worth \$100 (yes, dollars...or at least that's what it says on the on-screen display at the bottom of the screen)? Or would it be wiser instead to save your ammunition to pick off the enemies that count, the ones that stand between you and the next droid? Of course, if it is a large enemy that stands between you and the next droid, you have little choice. But even then the open nature provided by the shop means that you can customise your weapon to overcome the large enemies how you see fit. (Personally I stock up on making my automatic fire more rapid. It tears through ammunition like nobody's business but it sure as heck is fun.)

As said at the start of the review, this is another example of how solidity and quality can be present in more than just one aspect of a game. It doesn't overwhelm the player with gobsmacking presentation, but it is still above average. The same goes for the gameplay. In short, if you want a decent, reliable platformer (with heavy amounts of shooting thrown in), then this is definitely worth trying. It is not exclusive - anyone can play it and



REVIEWS

	75%
	71%
	72%
	70%

enjoy it - but it is not a complete walkover for the veteran gamer. It is not going to blow you away with it's presentation...but then you may still be quietly impressed with what it does have to offer. So in conclusion, I recommend Cyberdyne Warrior to those who seek quality, but are willing to accept a game that does not trump all others in terms of graphics/sound/game-play/whatever. And I believe that there are a lot of those kinds of people.

72%
Qazi

ROMANTIC ROBOT
1985

Wriggler 

How would you like to spend a day as a maggot? Sounds, eh, strange you say? It is possible though and all you need to do is to load Wriggler into your Spectrum(or an emulator) and there you go. You are instantly converted into a maggot lost in a maze. Doesn't that sound like a lot of fun? No? Well read on my



friend, you won't regret it.

Wriggler is a maze game and an original one at that. As I already wrote, you are playing a maggot lost in a maze and your goal is to find a way out, and when you do that, you enter another maze and start the exercise all over again. There are four mazes standing between you and the surface of the planet(Earth?). First one being the Garden, followed by the Scrublands, the Underground and finally the... nah, I won't tell you what the last one is. Just play the game and find that out for yourself. OK, I agree that one can question the fun factor in a game where you are nothing but a maggot running around mazes

looking for the way out, but that's not the only thing the game is about. You will come across different objects on your journey and you must use them wisely. I won't tell you what to use where but will give you a hint though. Don't forget your parachute if you want to jump down from ... to ... ok? Also note that your maggot uses energy while he is traveling and you need to replenish that with numerous snacks laying around the maze. If you don't need the snack right away, you can still pick it up and use it later so do that if you don't carry anything else at the moment. And what would a game be without enemies? And not only there are enemies in a maze, there are actually plenty of them. For example, you will encounter black and white ants in the garden. Collide with them and you'll lose energy. Use up all your energy and you lose one of your precious lives. Nothing new there really. The white ants are a lot worse than black though, as they will chase you around, while the black ones are only going their predefined way. The only way of getting past white ants successfully is to use the ant spray so try to have one handy if you encounter any of those. You will also encounter other creatures(like spiders that kill you instantly) but I will not list all of them so I won't ruin the fun of discovering new stuff in the game. So how good is the game on technical side? Very good actually. Sprites are big and beautifully animated. Colour has been put to good use throughout the game(which we don't see often in Spectrum games to be honest). Sound is also very good, be it the couple of tunes (at the beginning, when you die and at the end of the game) or a lot of sound effects(when you use the energy, ants...), so no complaints in that department. 90+ percents material then, right? Wrong... the game is very good, but there are a couple of flaws in it too. I would like to mention the controls of the maggot. You can only move diagonally up or down. OK I know maggot couldn't go straight up in that position even if his life would depend on it, but this fact introduces a problem if you want to go to a narrow opening or if you travel through a narrow passage upwards or downwards. Don't know why but this is one of the annoying things in this game(at least for me). Just try... you'll see what I mean. Another annoying thing are the encounters on the edge of the screen. Imagine entering the new screen and be instantly killed by a spider. I think that programmers could find a solution to this problem. But hey, life is not perfect







and this game isn't either.

OK, I hate last paragraphs as I never know how to start. The game is good. No... it's very good and if you like mazes, colourful graphics and catchy tunes, then this is the game for you. If you ever played Maziacs then this is the game for you. Do you like the games with a bit of adventure added to the arcade playstyle? If the answer is yes, then this is, again, a game for you. Don't like anything I described here? Try it anyway, it's worth it.

82%

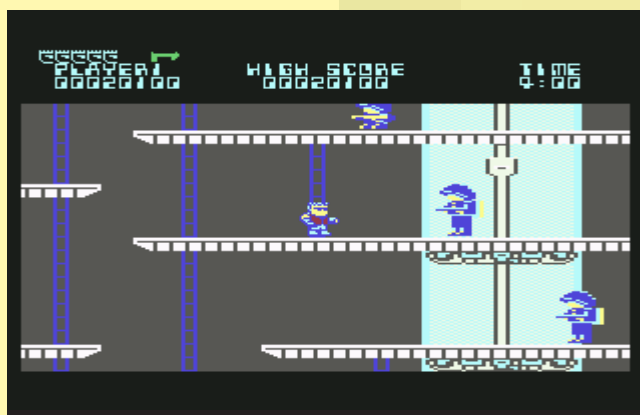
Johnny Bravo

	88%
	82%
	75%
	81%

Bionic Commando CAPCOM 1988

To make a decent side-scrolling platform blaster it is quite tough. There is already a lot of competition out there- you have to make sure that your title is going to stand out, and you have to make it good fun, as well as challenging: the basic ingredients that are able to be found within any decent game. Clones and cakewalks do not belong in the world of the platform blaster; they simply belong in the basket at the corner of the shop filled with 1.99 budget games and various Quattro compilations. The games have to be nice and inventive, creative, original; they have to offer the player genuine excitement and reasons to continue playing. They must make sure that the player gets a real buzz from being wrapped up in the explosions and the gunfire. Why am I saying all of this? It's simple- Bionic Commando raises the bar, and sets fresh new standards for Commodore C64 platform blasters.





The game starts off promisingly, and eases you into the gameplay by introducing you to a few of the base enemies and weapons that will be more than familiar to you later in the game. The graphics and the music give the game excellent quality (who needs sound effects?), but the gameplay is completely brilliant, with a completely original core mechanic that the developers have exposed the usage of by creating brilliant scenarios. The core mechanic in question is the game's main 'hook', as you would expect. What you wouldn't expect is for it to be an actual hook, as in 'grappling hook', the kind of thing that Batman uses to swing from place to place (although I think that was called something like the Batrope. Never mind.) With the hook you are able to effortlessly swing from platform to platform or quickly escalate a level. And there are times when you will definitely need to move quickly. The developers have made sure the game tests your bionic arm skills to the maximum, because in the later levels you are swinging from place to place dodging bullets from all angles...as well as grenades and kamikaze soldiers. Grenades? Kamikaze soldiers? Yes. Bionic Commando has loads of everything. Loads of baddies (robots, kamikazes, grenadiers, grunts, agents, giant box throwers, an evil general, and a helicopter), loads of guns (flamethrowers, default rifles, blue bazookas, red bazookas), loads and loads of variety in the levels (from going up a lift whilst being bombed by the aforementioned helicopter, to running around destroying those mad robots)...it's all packed with variety.



els, and you really have to be very careful at times. Maybe a kind of health system may have worked better (see Castlevania on the NES: you have a health bar, and potions with which to top it up.) Otherwise, it's a stunning action game which is well worth your attention, even if you storm through it with an Action Replay cart.

80%

Qazi

	85%
	90%
	75%
	70%



Slouched at my desk at 10 o'clock in the morning, still slightly tired and cursing the fact that I forgot to watch *Apocalypse Now* last night, some might say that I might not be in the right frame of mind to be reviewing a game that I believe deserves the Holy Grail of Kilobyte scores (overall scores, that is) - at least ninety percent. However, even in this slightly sleepy state, nothing is more clear: *Ikari Warriors* is an absolute



classic and does things to its genre that any competitor can only dream of. It goes places where other, similar games have gone, and takes the aspects of the genre it resides in to the heights of brilliance. Honestly.

Not that any of that means anything to those of you reading who haven't heard of the game. *Ikari Warriors* is a top-down vertically-scrolling shooter, the kind you will have seen before in the likes of *Gemini Wing*, *Bulldog*, and *Terra Cognita*, where the player is given the task of having to scroll along a landscape blowing up anything that might be a danger to the thing that they are controlling. Which

is normally a spaceship. Or a ship of some sort, because, let's face it, shoot 'em ups rarely deviate from the standard formula of spaceships and lasers. We've seen it in *Salamander*, *Moon Cresta*, *Armalyte* etc etc, and whilst bewilderingly picky fans will shout "Ah, it's not a spaceship it's a "Battle Flight Cruiser" ", to everyone else...it's a spaceship. However, look at the screenshots and you'll be surprised. "A vertically scrolling shooter that tries something different from the space theme? Wow!" Yep.

Okay, the above replication of my views on the shoot 'em up genre are a slight exaggeration, but *Ikari Warriors* still tries something original, and portrays the whole thing in such a convincing whole- nothing is left out- that it's impossible not to love it. It takes the war formula- which I've only seen in vertically-scrolling shooters when playing games like *Arnie* or *Rambo First Blood Part II*, but not many other games- puts it in a vertically-scrolling shooter, and then gives the player enough features to make the game fun, without making the whole thing ridiculously complex. What we have here is a game that is as complete as a typical game of the genre should be (but rarely is), with a lot of polish applied to it so as to ensure that players get a game that attempts to ensure that every possible flaw is covered.

Play reveals that it looks a lot tidier than most other efforts - and not just in terms of graphics. Where as *Rambo* had a control system which demanded use of the keyboard, *Ikari Warriors* has a great control system: you are able to fire your gun by pressing and then releasing the fire button, you can throw grenades by pressing and holding the fire button for a short period before releasing, and tanks are easily entered: just hold fire whilst "above" them. As well as good controls, the atmosphere in the game is brilliant. The music really suits the mood of the game, and the "one-man-army" scenario has only been matched by *Rambo*. The use of vehicles also adds to the atmosphere, as does the bombing of turrets using grenades.

This game really does have everything that you could want in this kind of game. However, are the separate aspects of the game polished enough to warrant play? I think so: vehicles are powerful but vulnerable after a few hits, grenades are destructive but require skill to aim, and I haven't even mentioned the fact that there is a simultaneous two-player mode available in the game. So is there anything that this marvellous game doesn't do right? Well...

The main concern I have with *Ikari Warriors* is the fact that it might pose a little too much of a challenge to those who are used to scrolling shooters that are more lenient on them and do not penalise them too much or offer too many enemies on screen. To this I say: yes, it IS a challenge, but it is also rewarding as there is a lot of fun to be had as you skillfully take out tanks and soldier and gun emplacements whilst preserving your life. There are no energy bars in *Ikari Warriors*; the closest thing is a bit of smoke when the tank is about to explode



(which is really there to tell you to get out), but the point is that it epitomises the glory of retro gaming without energy bars. Preservation of life is very important and makes the co-operative nature of two-player excel-



lent: seemingly ridiculous odds seem not so bad when you are both creating havoc with tanks and grenades.

The bottom line is that Ikari Warriors provides the definitive experience that all of the other games made minor attempts at creating. Some may say that it's difficult due to the large volume of enemies on screen, but if that seriously bothers you... welcome to the world of the scrolling

	89%
	88%
	91%
	92%

Qazi

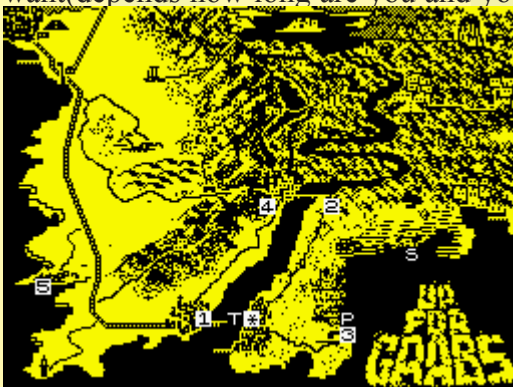
shooter. Few games of the genre are a walkover, and Ikari is no exception. AND you have grenades, tanks, and an optional second player at your disposal. There. You have absolutely no excuse whatsoever to miss out on this game.

90%

Up For Grabs ALTERNATIVE 1988

I decided I will do a review of this game because some time ago I was searching for this game on World Of Spectrum forums. I played the game a lot in the 80s and wanted to load it up again in emulator, but there was one tiny problem... I didn't remember the title of this game. Don't panic, I said to myself, and quickly posted a thread on forums to see if anyone remembers this one. Tough luck though! A few forum members even thought I was kidding and that the game doesn't exist at all. Until mr. Javier(thanks again mate) remembered that the game in question was actually called Up For Grabs(although at first he thought it was a Dictator... sorry Javier, I couldn't resist it). So, what's up with this game? If you check the scores below, you'll see that I didn't even try to rate graphics and sound. But wait, don't run away... believe me this game doesn't need good graphics or sound effects(although there is a map presented if you select travel, but that's about it for the graphics). And the sound is limited to few beeps(but really beeps) when you are pressing the keys.

So how is this game played then? Well at the start, you have to select the number of players and their names(you can enter names or let the computer randomly select them for you). Then, after you answer a few more setup questions, you are given a goal in the style of "To WIN be at LUMBAGO seaport with 5000£", or something along those lines. You can then increase the amount of money needed to win the game if you want(depends how long are you and your pals prepared to play the game). Just press ENTER if you want to leave this as it is though. After you select the winning conditions, you are presented with current situation in the game(the conditions, where the ship is docked and where the plane current location is). Press 1 and you'll see current player's location, amount of money he/she has and who else(if anybody) is there at the same location. Press ENTER and you'll see a couple of options (like TRAVEL, BUY, SELL, ...) that are more or less self-explanatory. You can BUY or SELL things in different places and try to earn a couple of bucks by buying at a low price and selling at high(prices of items vary from one place to another). After you are done with "business", you can TRAVEL to another place. When you select this option, the map is shown on screen and all possible locations you can go to are numbered(your present location is shown on a map as blinking asterisk). Now, just press the number of the city/place you want to go to and voila... One warning though! If you choose travel, your turn is immediately over(you have 4 actions per each turn otherwise). Once you gather different objects, you will see other




REVIEWS

another place. When you select this option, the map is shown on screen and all possible locations you can go to are numbered (your present location is shown on a map as blinking asterisk). Now, just press the number of the city/place you want to go to and voila... One warning though! If you choose travel, your turn is immediately over (you have 4 actions per each turn otherwise). Once you gather different objects, you will see other options (like SHOW MARKET FOR GOODS that shows you where a particular item can be sold), and during the game you can also try to HINDER OTHER PLAYERS (like blow up the track if you got some dynamite handy). There are also other little gems in the game (you can find ancient items worth a fortune for example) and the game really doesn't get boring at all.

A real underdog in my opinion. Even without fancy graphics and sound effects, the game is well worth your attention and got but one major flaw! You cannot play against the computer (and why, oh why not I ask the game designer). If the game would be playable in single player mode, I would give it 90% for sure. But as it's not, my final verdict of 81% stands. If you got someone to play the game with, then by all means, give this one a try. Hell, I even play

81%

by Johnny Bravo

	/
	/
	78%
	84%

OCEAN
1990

Adidas Champ. Football



Flicking to the top of my alphabetically-ordered ZIP files that lie within a folder named "Kilobyte", I desperately look to see if I have reviewed Adidas Championship Football yet. Partly because I'm unimaginative and can't think of anything decent to review, partly because it's been days since I last sent the editor something to look at, and partly because it was one of the first Commodore 64 games that I had ever played. And given that



the Commodore 64 was one of the first machines that I ever used to play games on computers, it was pretty significant. I'm sure that everybody here - especially here, as I assume that Kilobyte readers are all avid retro fans - remembers the first time that they participated in a piece of electronic entertainment (though not the kind of LCD-based electronic entertainment with those daft £3 single-game thingies... back to the point...*ahem*...)

"First games" are incredible. If a person is to create a web site that is enthusiastic about retro gaming, and wants to promote it's enthusiasm by creating a forum, you can bet

that one of the first topics that will appear on said forum is "what was the first game you ever played?" It's nothing important that needs to be known; you can't judge someone by what they first played. It is simply a topic that is born out of curiosity and little more. Then again - not wishing to be too contradictory - you could try to make assumptions that are based on the first game that they played: "Oh, he played Nebulus - he wonders where the challenge is in games these days", or "Oh, he played Cisco Heat, and has never seen framerates like the ones today before in his whole life." And thus I put it to you: after reading this review, what would you think of me if I were to tell you that this was probably the first game I ever played? (Or at least in the first six; it was in some Ocean sports pack.)

Adidas Championship Football. There is not a lot to say about sports games. There are no backstories, no casts of characters save for the players, no power-ups, no varying levels. No high score tables, rarely any music, little graphical variation. It would be foolish to buy a football game because you like football and hope that it will provide the same experience. it won't. It will simply provide the same

game. No freezing cold weather, muddy fields, or pitch-flooding weather (ah the good old days of Physical Education. Or not.) Then again, you might as well say that about racing games, shoot 'em ups...whatever. They will never provide similar experiences. Well, not yet anyway (never say never). Like all football games,



Adidas Championship Football simply provides you with a view of the pitch, with a camera that follows the ball and an automated system that offers the player control of the most potentially useful player at the time. However, whilst many aspects remain the same between games of the same genres, it is still so easy to get things wrong.

But first, back to the “first game” story. Adidas Football took a lifetime to load. It seems like one of the biggest multiloads I have ever performed since I started playing C64 games. And the reason it took so long to load was because of the flawless presentation. Graphically tidy menus complete with nice music that rarely irri-



tates, you’d fiddle with five menus until you were ready to continue, at which point it would load the next part, where you;d make more decisions and configurations, and so on, and so on about four or five times before you were able to play the match proper. The presentation’s brilliant in this part, but it may have been a factor in making me want to throw the cassette out of the window.

Or maybe it was because of the infuriating gameplay. Let’s forget the presentation of the playable part of Adidas, as presentation in football games arguably rarely changes. Instead, let’s focus on the stupid pace that everything flows

at. It really makes things very hard for the player. I remember loading it up - it may have been the last time I loaded it thus far - and I sat through the many menus only to get thrashed 14 goals to nil. Being patient, I loaded it all the way from the start and tried again. And again I lost. The score of the opposing team this time? Er... 14-nil.

I think it was then that I decided that I never wanted to play the first computer game I had played ever again. It is simply too fast, too hard, too slapdash, too frustrating...the loading times are too long and too boring. You probably didn’t believe me when, at the start, I said that is was desperation that provoked me to review this title. I hope I have convinced you.

	61%
	69%
	12%
	2%

Qazi **36%**

C5 Clive SCORPIO 1985

OK, I have to confess. I just needed a simple little game that could be reviewed on less than half of the page. So here you have. The only aim in this game is to go from the left side of the screen to the right without crashing into any moving or stationary obstacles. Sounds simple enough, right? Well, it is simple, at least at the start that is, as each next screen gets harder to navigate between the obstacles. You’ll encounter ghosts, fences, walls and other stuff that you must avoid at any cost, or you will lose one of your precious lives.

After you complete each screen, you must go over the bridge where you have to jump over the various obstacles, such as various people, cars, fountains and even tanks and balloons. There are a couple of other things “hidden” in this little game but I will leave those for you to discover. You are playing with ‘Q’ and ‘A’ key(for up/down) and ‘SPACE’ key to accelerate/jump. What else is there to



say? If you want to kill 5 or 10 minutes, then by all means, load up C5 Clive. It’s not such a bad game after all.

Johnny Bravo

57%



	49%
	62%
	65%
	60%

TOP 10

We got quite a few votes from our readers. Commodore and Spectrum got a majority of the votes(cca. 90%), and that is pretty evident in the nr. of points the best games collected. You can check TOP 10 Spectrum, Commodore and Amstrad games below, but for other computers category, there just weren't enough votes for us to be able to compile a table. Come on guys/gals, we know you can do even better than that, so we all hope you voted for your retro games of the moment before you downloaded this issue of our little mag.

Spectrum TOP 10

PLACE	GAME	POINTS
1	Manic Miner	65
2	Jet Set Willy	45
3	Head Over Hills	44
4	Jet Pac	40
5	Knight Lore	29
6	Elite	28
7	Chaos	27
8	Lords Of Midnight	23
9	Wizball	21
	Atic Atac	21

COMMODORE TOP 10

PLACE	GAME	POINTS
1	Turrican 2	91
2	The Great Giana Sisters	89
3	Last Ninja	64
4	Turrican	58
5	Maniac Mansion	56
	Wizball	56
7	Creatures	50
	Pirates	50
9	Impossible Mission	48
	Last Ninja 2	48

Amstrad TOP 10

PLACE	GAME	POINTS
1	Gryzor	16
2	Head Over Heels	11
3	La Abadia Del Crimen	9
	Sorcery	9
	Barbarian	9
6	Nebulus	7
	Renegade	7
	Arkanoid	7
	Bomb Jack	7
10	Ikari Warriors	6

HELP NEEDED!

OK before we really say good bye, let me use this opportunity to ask you for your help. As you all have seen, this issue was released very, VERY late(we wanted to get it released way back in June!) and this is only because there is just too much work for us to handle.

We want to make this magazine a bimonthly publication, but we will NOT succeed in doing that without your help!

We really need a couple of guys/gals that can do any the following :

- x Spectrum game reviews/articles
- x Amstrad CPC game reviews/articles
- x Retro scene NEWS provider
- x Game reviews/articles for other 8-bit computers
- x Maybe another good graphic artist to help with the magazine

If you think you can do ANY of the tasks written above, then PLEASE contact us on

bjohnnybravo@hotmail.com or **bjohnny@kbmagazine.net**

and help us make this magazine even better than it is.

That's all folks!

Thanks for reading our little magazine wanna-be and I really hope we will see you back for issue 3!

BYE!